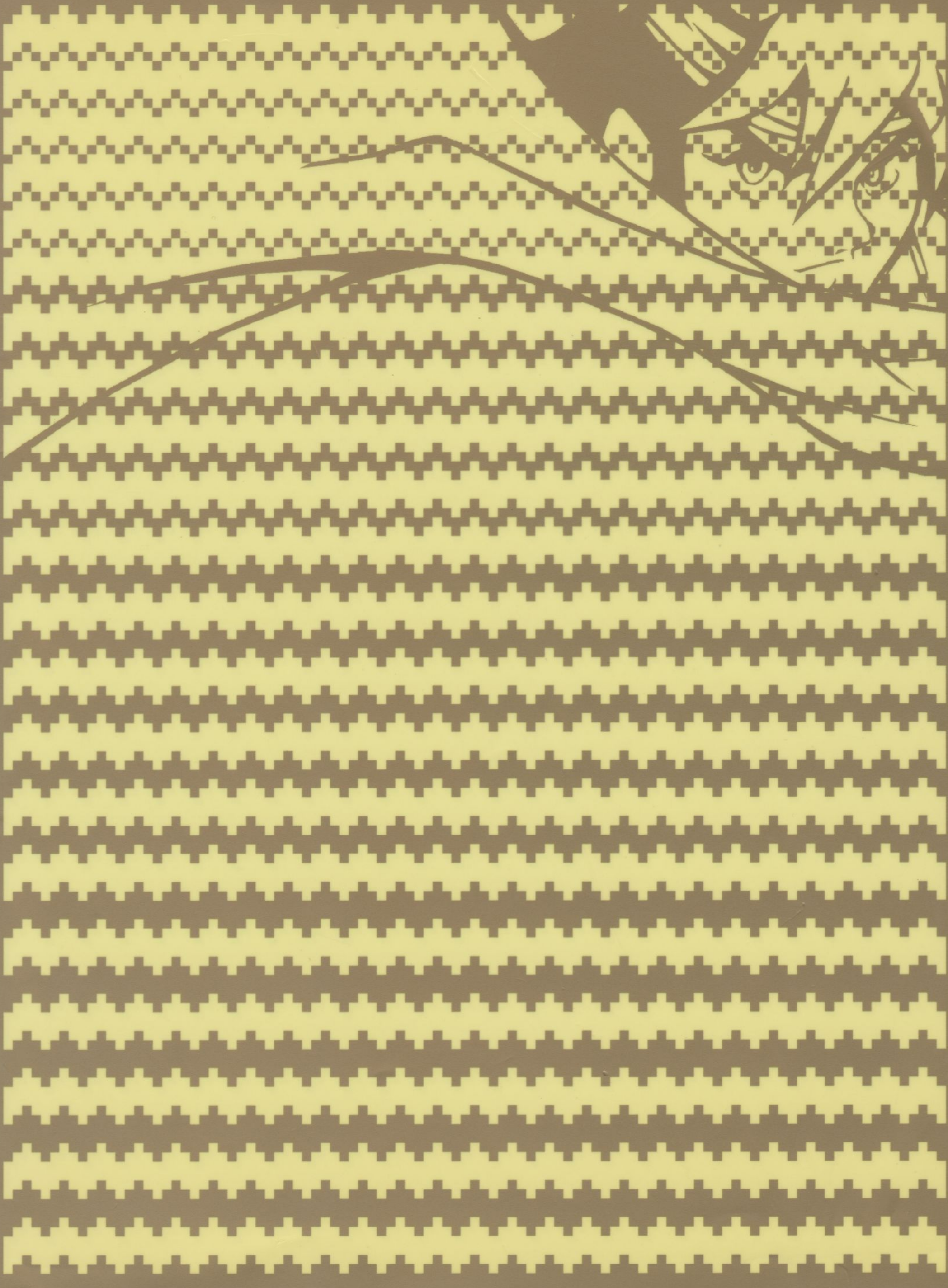
Shining Force

The Revival of the Black Dragon Final Complete Guide

SHINING FORCE FINAL COMPLETE GUIDE

GAME BOY ADVANCE

Famitsu Executive Editor



Shining Force

The Revival of the Black Dragon Final Complete Guide

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• Shining Force

The Revival of the Black Dragon Final Complete Guide

PROLOGUE

1000 years ago…

When pure hearts were called light, and wicked hearts were called darkness.

A dragon with immense power that disturbed the order of life shattered peace and plunged the world into fear.

The fields were burned, the mountains were crushed, and the seas were polluted.

The dragon, tainted by evil hearts, was called the Dark Dragon and led the land to ruin.

After a fierce battle, the dragon was sealed deep underground by the gods.

It was said that it would revive after 1,000 years…

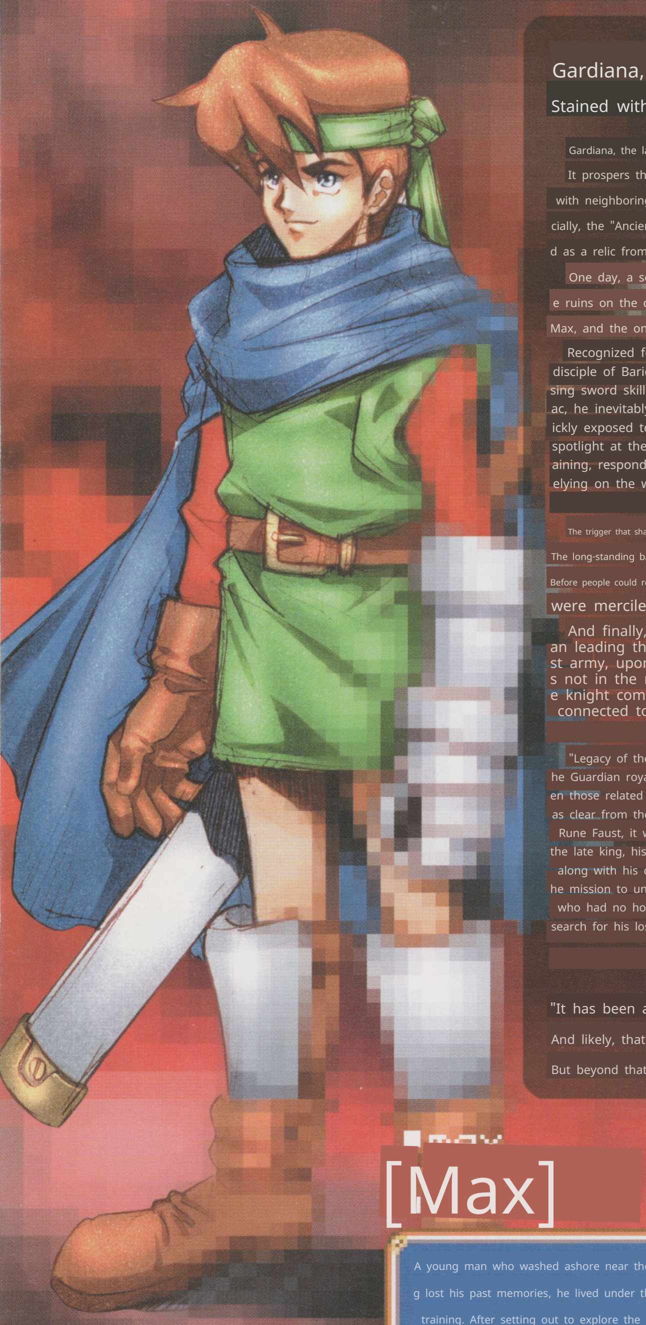
The world was once again filled with peace.

The sealed black dragon gradually faded from people’s memories and came to be told only as a common founding myth.

However, the day finally came when that tranquility was shattered.

Not by the promised revival of legend, but by the invasion of a military superpower—a tragedy born from human folly.

SHINING FORCE
Shining Force
The Revival of the Black Dragon



Gardiana, the Land of Abundance Stained with Blood

Gardiana, the largest nation on the Rune Continent.

It prospers thanks to the blessings of its fertile land and active trade with neighboring countries, and is also known for its long history. Especially, the "Ancient Gate" quietly standing on the eastern cape is revered as a relic from the age of myths.

One day, a severely wounded young man is washed ashore near the ruins on the coast. He has lost all memories except for his name, Max, and the only proof of his identity is a dazzling great sword.

Recognized for his excellent swordsmanship, Max becomes the disciple of Barios, the captain of the royal guard. However, possessing sword skills far surpassing any royal guard and being amnesiac, he inevitably becomes the subject of public attention. He is quickly exposed to both envy and slander. Though constantly in the spotlight at the palace and in the castle town, he continues his training, responding to the expectations of his mentor Barios and relying on the warm words of the king.

The trigger that shattered peace was the invasion by Rune Faust, the great eastern nation. The long-standing balance maintained by a non-aggression pact was suddenly broken. Before people could resist, towns were burned down, and the fields, just about to bear fruit, were mercilessly trampled.

And finally, the throne was stained with blood. The man leading the elite Silver Knight squad of the Rune Faust army, upon learning that the "Legacy of the Gods" was not in the royal palace, cut down both the king and the knight commander Barrios. He then took the only clue connected to Max's identity—the "Sword of Light"...

"Legacy of the Gods." It was the name of the ancient heritage that the Guardian royal family had protected for generations. No one, not even those related to the royal family, knew its true nature. However, it was clear from the ruthless methods used that if it fell into the hands of Rune Faust, it would never be used for a righteous purpose. To repay the late king, his master, and those who had shown him kindness, Max, along with his close friend Row and Barrios's daughter May, took on the mission to unravel the mystery of the "Legacy of the Gods." For him, who had no home, friends, or even family, this was also a journey to search for his lost memories.

"It has been a very, very long journey...

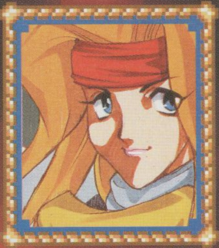
And likely, that journey will be endless from here on.

But beyond that path, your true self must surely await."

[Max]

The lone swordsman who lost his memory

A young man who washed ashore near the coast of Guardian's royal capital, gravely wounded. Having lost his past memories, he lived under the tutelage of Knight Commander Barrios, receiving sword training. After setting out to explore the "Ancient Gate" in pursuit of the Rune Faust army, he became entangled in a great fate surrounding the "Legacy of the Gods."



MAY

May

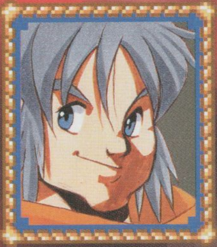
Proud Female Knight

A member of the Guardian Guard Knights and daughter of the Knight Commander Balyos. Despite being a woman, she boasts exceptional spear skills. She possesses a noble spirit that values purity and chivalry. When Max, who suddenly appeared before the beloved king, quickly captured the attention of the entire royal palace, she could not hide her slight jealousy and resentment.

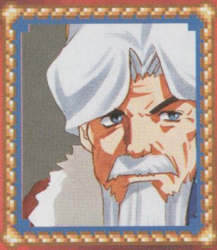
"ROW

Row

Innocent and Cheerful Novice Monk



The first person to discover Max, who drifted to Guardiana, and a trainee monk who somewhat forcibly formed a friendship with him. They live together at the church in the castle town where Max is staying. He is the type to poke his nose into anything interesting and has a weakness for girls, making his personality somewhat precarious, but he has great potential as a monk.



THE KING OF GUARDIANA

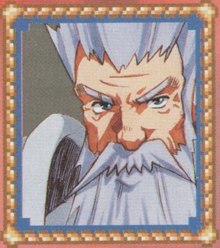
King of Guardiana (A King of Noble Lineage)

The current king who has ruled Guardiana for generations. He is also the guardian of the "Ancient Gate." Wise and highly trusted by his people, he is also well regarded by neighboring countries. He has a deep understanding of Max, who lives earnestly despite having lost his past, but because of this, he has earned the resentment of some courtiers and knights.

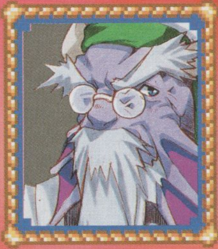
BALYOS

Barios

Skilled Knight Commander



The commander of the Guardian Royal Guard, a model knight who swears absolute loyalty to the king. He is Max's swordsmanship master and the person who introduced him to the king. He puts national interests first and does not hesitate to voice his opinions to the king when necessary, but it is precisely this strict attitude that earns him great support from his subordinates and the people.

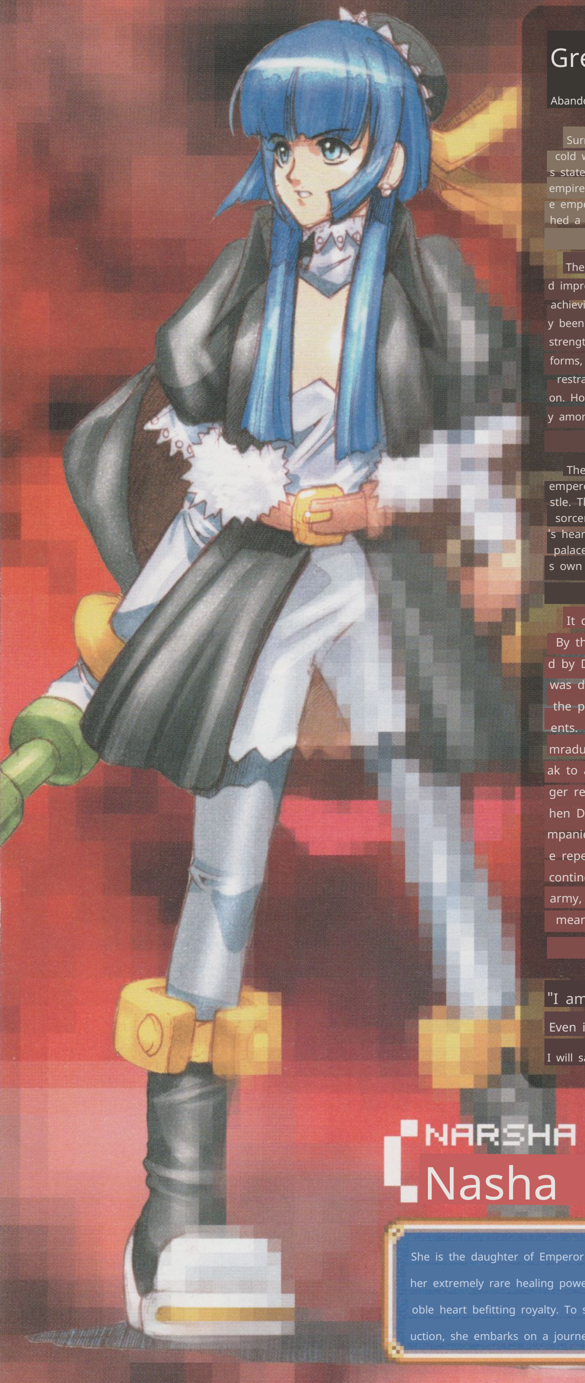


NOVA

Nova

The "Wise Counselor" assisting the king

A senior scholar serving as the chief strategist of the Guardian Royal Guard. His intellect is regarded as a national treasure. He is believed to have already reached old age, but his ambition never fades. After the invasion of the Rune Faust army, he accompanies Max and the others on their journey as a strategist, advisor, and treasurer.



Great Nation Rune Faust

Abandoning the people and becoming a calamity

Surrounded by steep mountains, the eastern continent is characterized by cold winds and many barren lands. In this region, where many autonomous states exist, the castle town of Rune Faust, the only one governed by an empire, was thrown into extreme chaos due to unforeseen circumstances. The emperor, who had respected peace with other countries, suddenly dispatched a large army to Gardiana and its neighboring nations.

The current Emperor Ramradu, upon ascending the throne, promoted land improvement and the reorganization of distribution networks, successfully achieving a remarkable increase in the country's economic power. It has only been in the past decade or so that Rune Faust has acquired the national strength worthy of calling itself an "Empire." While pushing through rapid reforms, Ramradu was known as an extraordinary wise ruler due to his skillful restraint in minimizing burdens on the people, such as taxes and conscription. However, this wise king's reckless actions caused great confusion not only among neighboring countries but also among his own citizens.

The origin of the matter dates back just one year. It began when the emperor welcomed a mysterious man who appeared suddenly into the castle. This man, calling himself Darksol, accompanied by a seductive female sorceress and a highly skilled swordsman, quickly captivated the emperor's heart with his eloquent speech. Once he seized real power in the royal palace, he began to manipulate the entire Rune Faust army to achieve his own goal: the seizure of the "Legacy of the Gods."

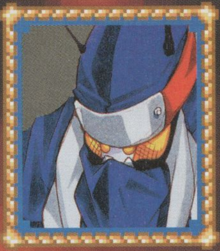
It did not take long before news arrived that Gardiana had fallen. By then, only a handful of people remained who were not bewitched by Darksol's sweet words. Among them was Princess Nasha, who was deeply pained by her father's transformation and the burden on the people, repeatedly pleading for the suspension of troop deployments. However, even the voice of his own daughter did not reach Ramradu. The power of the Shrine Maiden Princess, who is said to speak to all living things, was supposed to be hers, yet she could no longer reclaim her father's heart. Standing on the edge of loneliness, when Darksol tried to take her life, Nasha finally decided to flee. Accompanied by Zuika, a masked warrior who appeared from nowhere, she repelled assassins sent by Darksol and set out toward the western continent. Joining forces with the people ravaged by the Rune Faust army, she vowed to drive out Darksol and reform the king. Even if it meant walking a bloody path unbefitting of a princess.

"I am the princess of Rune Faust.
Even if I must bear the disgrace of killing my own father,
I will save this country that walks the path of ruin."

NARSHA
Nasha

The Shrine Maiden Princess who mourns the country's decline

She is the daughter of Emperor Ramradu of Rune Faust. Revered as the Shrine Maiden Princess for her extremely rare healing power, which draws strength from all beings in nature, she possesses a noble heart befitting royalty. To save her father and country, which are heading down a path of destruction, she embarks on a journey to the western continent in search of allies.



ZUIKA

Zuika

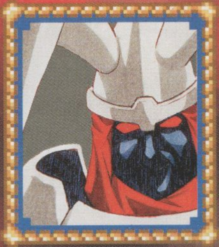
Silent Assassin

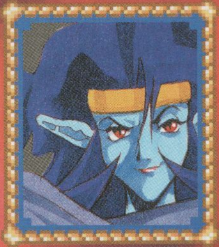
An insect warrior who resonated with Nasha's heart, which cares for the country, and awakened from a long slumber. It seems he was created in the ancient civilization era to carry out assassinations, but he speaks little and no one knows the truth. His one-hit kill skill is top-notch. With the sole mission of protecting Nasha, he always stays in her shadow, close by her side.

DARK SOL

■ Dark Sol (The mysterious sorcerer who abducts the king)

A man wearing a white robe whose background is completely unknown. He wields dark magic that should no longer exist. Upon entering the court as a military strategist, he quickly took control of the core and became the de facto ruler of Rune Faust. He dispatches armies across various regions to obtain the "Legacy of the Gods," but no one knows his true purpose.





MICHAELA

■ Michaela, the Bewitching Beauty Who Wields Sorcery

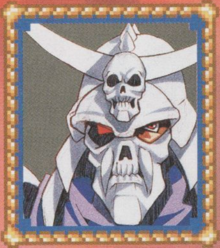
A seductive witch under Darksol's command. She specializes in advanced magic and sorcery that allows her to manipulate dolls at will. She is a hot-headed type who prioritizes personal feelings over mission objectives, to the point that even Darksol struggles to control her words and actions. Disliking being constrained, she disguises herself as a wandering fortune teller to secretly observe Max and his group's movements.

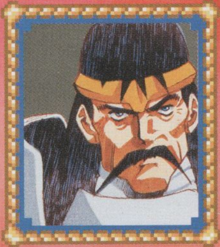
CAIN

Cain

The Ruthless Silver Knight

A loyal subordinate of Darksol and the captain of the Silver Knight unit in the Runefaust army. He hides his face behind a sinister demon mask and repeatedly commits massacres across various regions. During the invasion of Gardiana, he personally killed the king and Barios. He seems to have a significant connection with Max, though even he is unaware of it.





EMPEROR RAMLADOW

Emperor Ramladow, the Transformed "Wise King"

Due to Darksol's magic, the emperor is gradually losing his humanity. Skilled in both martial arts and magic, he once inspired the entire country with his prowess, but now no trace of that remains. Ignoring the distrust and rebellion of his people, he dismisses loyal subordinates one after another and rules through fear and terror.

People Who Fear Destruction

Gathered Under the Army of Light

The Rune Faust army, in pursuit of the "Legacy of the Gods," spared no means. Countries with legends related to the legacy, as well as towns and villages that obstructed their advance, were one after another destroyed. Behind the Rune Faust army, piles of corpses were continuously built up. Many of this race's blood was lost in an instant, leaving only the word despair behind. Even defenseless lives were mercilessly taken, to the point where it seemed as if slaughter itself had become the objective.

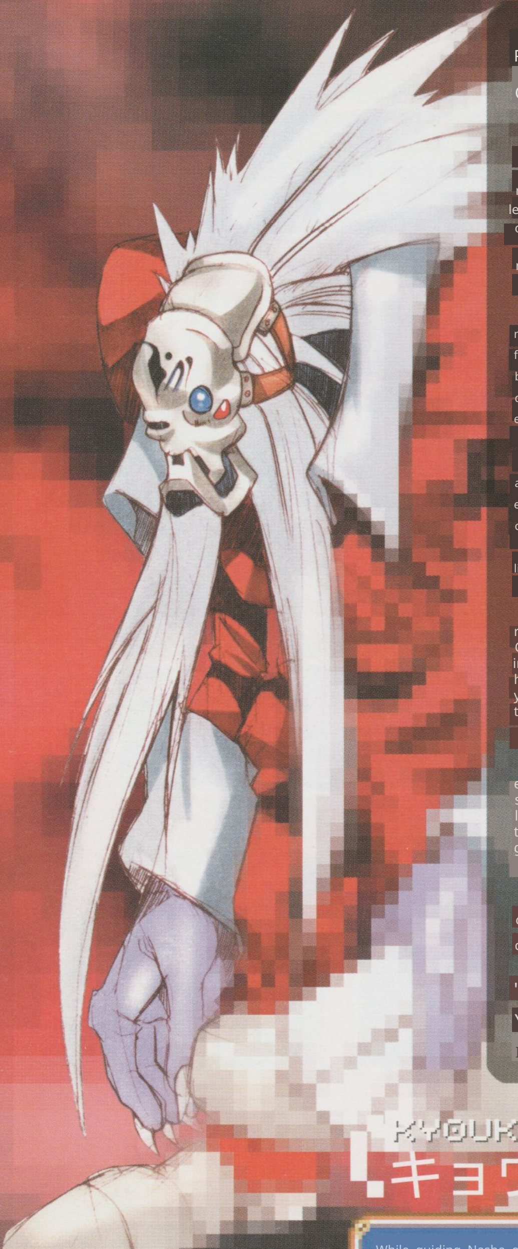
Max and his group were supposed to stop the atrocities of Darksol and Cain and obtain the legacy before them, but contrary to their eager feelings, they always ended up following the traces of the tragedies left behind by them. Everywhere they went was filled with resentment toward Rune Faust and hope for Max and his group. People gradually gathered around Max, creating a single hope. The anti-Rune Faust organization led by Max was named "Shining Force," the army of justice symbolizing light that defeats the evil represented by darkness, in accordance with ancient legends. Among them were even those who originally had no friendship with humans, such as the divine dragon tracing its ancestors back to the mythological era, the soaring birdmen, and the beastmen who loved the forest, all gathered to reclaim peace, dignity, and a peaceful life from Rune Faust.

There was a man who watched the fate of the ravaged world from the gap in time and space. He called himself Kyoka Q to outsiders, but in fact, it had been a long time since he interacted with others. In a world where various races lived, he was a strange humanoid who belonged nowhere. Bound by nothing, he was a mysterious man who wandered through this world simply following his curiosity.

He knew Max. The leader who, day by day, grew stronger and led the army of light opposing the forces of darkness. He knew Nasha. The strong-willed princess who, while clashing swords with the pursuers sent by Darksol, had yet to escape from the eastern continent and showed deep fatigue from the unfamiliar battles and harsh journey.

Therefore, he brought the two together. His strange eyes foresaw that no one else but these two could erase the great calamity that was tossing the world about.

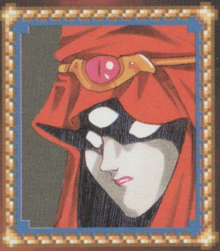
"This era has become too distorted.
Yes, even I can see it clearly.
It is none other than you who must guide it correctly."



KYOUKA Q
キョウカQ

The elusive strange man

While guiding Nasha on her journey, he also appears before Max and imparts mysterious words. He wields a strange power that distorts space, but his carefree attitude reveals little about his true intentions for helping. Skillfully manipulating “cards” imbued with mysterious power, he fights as a member of the Shining Force.



OTRANTO

Otranto

Great Sorcerer Protecting the Legacy

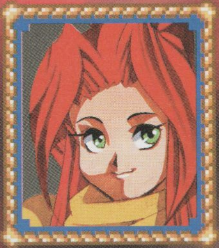
The great sorcerer who serves as the head of the land of knowledge and magic, Manarina. He guards the "Fountain of Memory," said to be a fragment of the "Legacy of the Gods." He is also a woman who knows about the legacy, albeit in fragments. Sensing Max's mission through his connection with the spirit of the fountain, he gives his group the name "Shining Force."

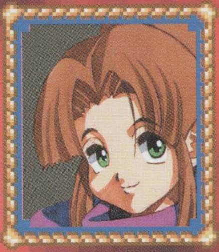
COLON

Colon

Young Leader of the Nomadic Nation

The chieftain of the nomadic nation Pao, who moves in search of fertile land. He is a visionary leader and also a prophet who can read the minds of the nation's main product and guardian deity, the animal Paopabu. He has a close friendship with Rune Faust's great general, Eliottom, and is troubled by the conflict between him, Max, and the duke.





KARIN

Karin

The "Mother" Watching Over the Dragon

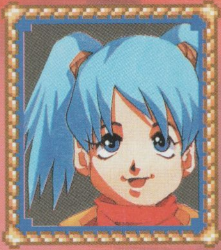
A girl who leads Rudol Village at the foot of the sacred mountain Dragonia, where dragons dwell. She also acts as a guardian for young children, showing a strong sense of responsibility. After the extinction of the divine dragon, the village lost its meaning as a "village that worships dragons," and even after the adults abandoned the village, she remains to protect the land and care for the only remaining baby dragon, Baryu.

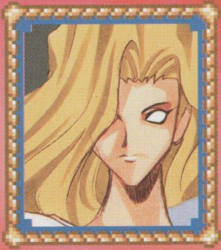
COLLIN

Karin

Innocent and Pure Seeker

Karin's younger sister living in Rudol Village. Despite her youth, she possesses knowledge of various matters from ancient to modern times around the world, and has an astonishing intellect that allows her to memorize every book she reads. She shows great interest in the "Legacy of the Gods" and proposes to Max to cooperate and solve the mystery of the legacy together.





THE SPRITE OF FOUNTAIN

The Fountain Spirit

The Voice Guiding Max

A mysterious being that appears at the ancient "Fountains of Memory" scattered across the world's ruins. It is said that only those qualified can make contact with it, and it offers Max various pieces of advice. From its instructive tone, it appears to know some circumstances connected to Max's past.

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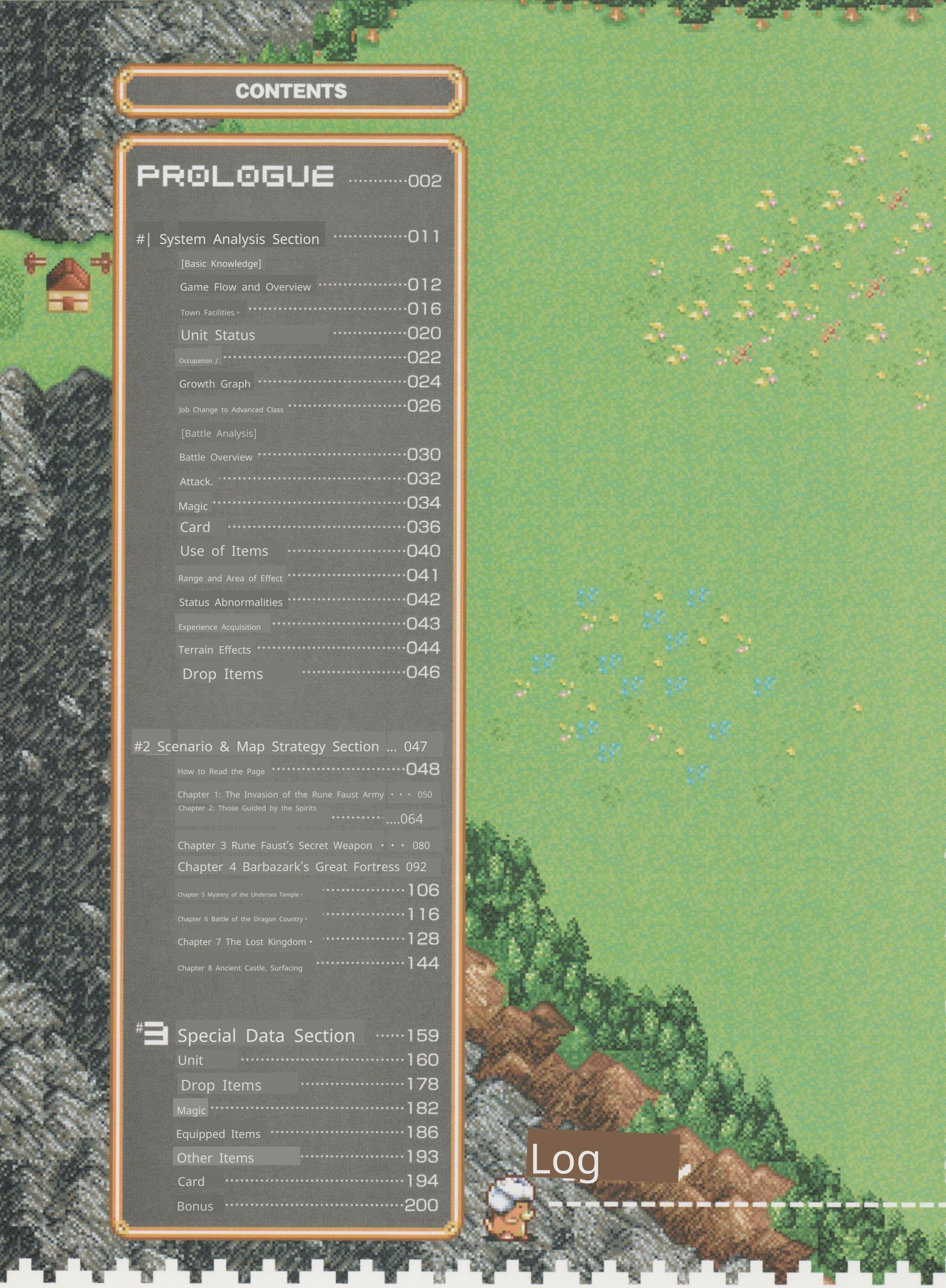


SHINING FORCE FINAL COMPLETE GUIDE #1

System Analysis Section

System Analyze

#1
System Analysis Section
System Analyze

Basic Knowledge

The path to mastery starts with the basics. First, let's review the essential knowledge needed to play this game, such as the flow of the story and how to read unit data.

Game Flow and Overview

This game is composed of two main elements: the scenario part, which follows the story progression, and the battle part, where you face opposing forces. In the scenario part, you move around the area map to gather adventure hints and prepare your party for battle. In the battle part, you aim to achieve victory conditions by utilizing the various abilities of your allied units to advance the fight. Once the conditions are met and the battle part ends, the scenario is cleared, and you proceed to the next scenario.

This scenario is grouped into several parts, forming an 8-chapter story. Until one battle part is completed, you can retreat during battle and enter the same battle map multiple times. However, once the victory conditions are met, battles at that location will no longer occur. Also, as chapters progress, you will not be able to return to places visited in previous chapters, so please be careful. Up to Chapter 4, the story progresses from the perspectives of the two protagonists, Max and Nasha.

You are free to use the ship.
I pray for your safety.
The light is with you!

← End the battle part

Ending it will open up a new path for adventure.

>>>> Basic flow of the game gugugugu

Town exploration (Town map)

↓

Battle (Battle map)

↓

Clear victory conditions

↓

Scenario clear, proceed to the next destination

Types of battle maps

Maps where battles occur can be broadly divided into three types. The most common type is where the area map itself becomes the battle map, and battles often occur when moving from town to town. This type also includes various terrains such as mountains and forests, which can impose restrictions on movement and attacks. In battles within towns, the town map itself serves as the battlefield. These maps have little elevation change and are relatively easy to fight on. Additionally, when the battle map is inside buildings or caves—areas outside the usual movement zones—it often features complex conditions including differences in elevation, requiring a high level of strategic thinking.

Field where battles occur ku ku ku

World Map

Various terrains such as mountains and forests coexist. It is important to assess the movement and attack characteristics of units and proceed with the battle accordingly.

Town Map

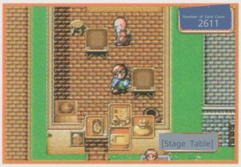
The terrain is flat and not spacious. Movement is easy, but units are more easily targeted by enemies, so caution is required in battles.

Dungeon

Narrow passages, ladders, and extremely large battle areas contain many elements that influence victory or defeat. The difficulty is somewhat higher.

Commands during movement

There are four types of commands available when moving on the Town Map or World Map. You can call up the commands with the START button or L button. Especially, organizing items using "Items • Equipment" can only be done during movement, so make it a habit to check frequently.



← When calling up the command, you can also check the number of gold coins you have in the upper right corner of the screen.

Stage Table

You can check various statuses, equipment, and usable magic of party members. When you gain new allies, be sure to check this at least once. For detailed information, refer to PO20.

Card

You can check the effects and graphics of the cards you possess. For detailed information on how to use the cards, refer to PO36 and onward.

Config

You can adjust the environment for comfortable gameplay, such as window color, brightness, and text display speed.

Items & Equipment

Organize each unit's individual equipment and belongings, as well as the contents of the "Item Box" for stock. Items inside the Item Box cannot be used during battle, so beforehand, set weapons and accessories in the "Equipment" slot, and items to be used in the "Belongings" slot. When selecting any item, you can perform operations such as "Use," "Give," "Remove," and "Discard." Also, for equipment, place the cursor on an empty slot in "Equipment" and select from the list of items that the unit can equip.

>>>> > Item Equipment kkkkkk

■ Equipment Items

Equip weapons and accessories. Each person can only have one type of weapon, and up to four accessories can be equipped, including multiple copies of the same item.

■ Items

Set consumable items such as "Medicinal Herb" and weapons with special effects that can be used during battle.

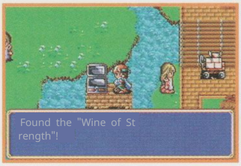
TOPICS Convenient Dash Feature

Have you ever felt frustrated by slow movement speed when you want to reach your destination as quickly as possible? Actually, if you press the B button while moving on the town map or area map, you can dash. This allows you to explore towns at double speed.

← Especially useful on the world map for long-distance travel.

Town Exploration

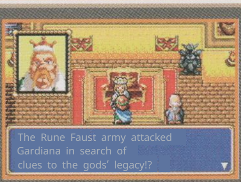
Exploring a town, especially thoroughly checking places you visit for the first time, offers various benefits beyond just progressing the story. Towns serve as adventure bases for your party. Not only should you talk to residents and use facilities, but also check overlooked places like behind buildings or beyond fences. You may find unexpected information or supplies.


Found the "Wine of Strength"!

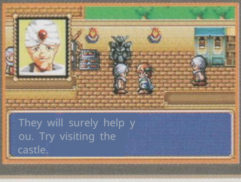
← Treasure chests contain valuable items Items. Be sure to collect them all without leaving any behind.

Information Gathering

The most important thing in a newly visited location is to gather information related to the story's progression. Since there are many people in town, first talk to each person and collect information. Especially important are conversations with the town's representative figures. Sometimes you can hear interesting stories that unravel the mysteries of the story, and other times the conversation itself becomes a key that opens the way to the next adventure. Also, note that after winning a battle on the combat map and clearing a scenario, the content of conversations may change significantly. If you are too focused on quickly moving on to the next town, you might overlook important clues right under your feet. Control your impatience and listen carefully.


The Rune Faust army attacked Gardiana in search of clues to the gods' legacy!? ▼

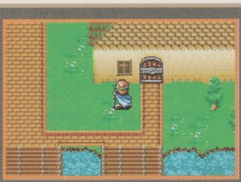
← Be sure not to miss conversations with leader-class characters.


They will surely help you. Try visiting the castle.

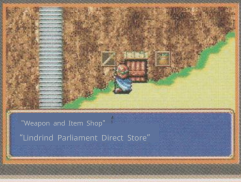
← Sometimes a single conversation can open up a new path.

Use of Facilities

One of the advantages of being in town is the ability to use various facilities that support your adventure. You want to be fully prepared for the upcoming battles. Most towns have a "Church," "Headquarters," "Weapon Shop," and "Item Shop," each offering unique services. The Church and Headquarters are the same in every town, but the selection at Weapon Shops and Item Shops may vary depending on the location. Also, in this game, as the story progresses, you will no longer be able to return to previous towns, so later on, you might regret not having bought "that ring" or something similar. Be sure to carefully decide whether to purchase items each time. For details on each facility, please refer to page 016 and onward.



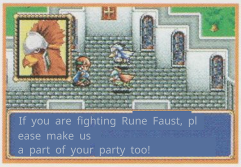
◆Each facility has a signboard displayed. The church is marked with a cross symbol.


"Weapon and Item Shop"
"Lindrind Parliament Direct Store"

←The weapon shop and item shop are often combined, making them easy to find.

Finding Allies

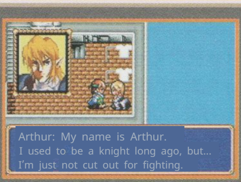
Finding allies during your adventure and adding them to your party is an essential element for strengthening your forces. Characters who will become your allies are waiting for Max in various locations, mainly in towns, so be sure to search for them and increase your number of members as much as possible.


If you are fighting Rune Faust, please make us
a part of your party too!

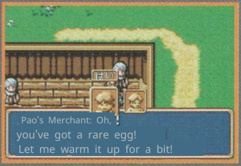
🡐 Allies gather around Max, resonating with the purpose of the journey.

How to Increase Allies

There are over 30 characters who can become allies, and about half of them will automatically join the party as the story progresses. However, since each allied unit has different abilities, if you want to expand the variety of combat, you will want as many members as possible. Especially, units that require certain steps before joining often have outstanding abilities. Therefore, if you see a character who might join you in towns or dungeons, be sure to talk to them and approach them thoroughly. Even if they only give you hints the first time you meet, by clearing scenarios or fulfilling conditions later, they should be able to fight alongside you.


Arthur: My name is Arthur.
I used to be a knight long ago, but...
I'm just not cut out for fighting.

← Try meeting repeatedly with suspicious characters.


Pao's Merchant: Oh,
you've got a rare egg!
Let me warm it up for a bit!

◆ In some cases, you won't gain an ally unless you have a specific item.

>>>>>>Main patterns for gaining allies gggggg

Automatic Joining	This type automatically joins as the story progresses, so there's no need to take any special action. Many characters, including early ones like Row, Tao, and May, fall into this category.
Conversation	This type joins by having a conversation at a certain timing. If they don't join your party after the first talk, try again after clearing a scenario. Examples include Goat and Arthur.
Event	This type can only meet the conditions to become an ally by completing certain events. It is necessary to obtain specific items or to meet in multiple towns. Domingo and Kokichi correspond to this type.

TOPICS Sometimes Going Back

This work limits the range of actions depending on the progress of the story, but at certain times, you can go back and forth between multiple towns. In such cases, put the scenario progress on hold for a moment and try returning to the previous town. There are events that only occur at special timings. You may encounter such events.

← The suspicious behavior of the mysterious creature Yogurt is clearly...?

Town Facilities

The facilities established in towns across the region are essential for advancing your adventure. Make sure to understand what can be done at each location and use them effectively. Also, damage other than incapacitation or curse effects received during battle will be fully recovered either at the end of the battle or by leaving the battle.

Guard: Max!
The main camp is this way!

← In towns, be sure to properly grasp the locations of each facility.

Church

The church is the first place you want to visit when you arrive in town. During a long adventure, it will likely be the most used facility. By talking to the priest, you can receive four types of services: saving data, reviving units that have fallen in battle, purifying cursed units, and changing to advanced classes.

う

Lost lamb!
In the name of the God of Light,
I shall grant your wish!

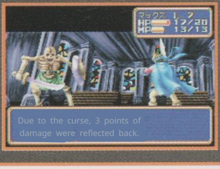
The church is a lifeline for the party. You want to make the most of it.

Save

Save your play data. To be able to retry in case of emergency, make sure to save frequently, especially before heading into battle.

Purify

Equip the cursed item and purify your tainted body. Once a cursed item is equipped, you cannot remove it yourself, and if left as is, you will take damage every time you attack during battle. Have it dispelled as soon as possible. The cost is a flat rate of 20 gold coins regardless of the number of items.

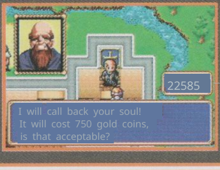


Due to the curse, 3 points of damage were reflected back.

← The damage from the curse is quite significant and carries a high risk.

Revive

Revive allies whose HP has dropped to 0 and who have become incapacitated. The required cost varies depending on the level of the unit being revived, usually about level × 40 gold coins. Since revival from incapacitation is rarely possible through magic or items, you have no choice but to use the church.



I will call back your soul!
It will cost 750 gold coins,
is that acceptable?

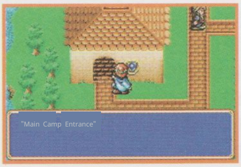
← It depends on the level, but in the early stages, it can be quite a painful expense.

Class Change

Change to an advanced class. Except for some units, most units can change class once they reach level 10 or higher. For details, please refer to page 026 and onward.

Japanese Camp

The main camp is where the party waits. It is set up in every town and sometimes near the battlefield. Here, you can organize your units and manage your gold coins, adjusting the entire army. The following main camp commands can be executed by talking to the strategist Norba.


"Main Camp Entrance"

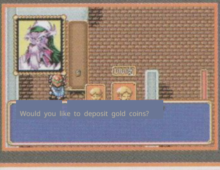
←The shield mark with the blue gem is the landmark of the main camp.

Stage Table

You can check the status and equipment of all units. It is the same as the regular command "Battle Formation." Use it as a reference when organizing your formation. For detailed information on each parameter, refer to page 20 and beyond.

Bank

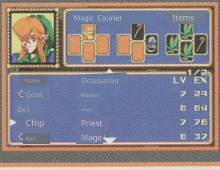
You can deposit or withdraw your gold coins. If Max is defeated in battle, you lose and your gold coins on hand are halved, so it's safer to get into the habit of depositing any unnecessary coins. Deposits and withdrawals can be made starting from just one gold coin, making it very convenient to use.


Would you like to deposit gold coins?

←Deposit confirmation If you answer "No," you can withdraw.

Formation

Organize the members who will participate in the battle. Up to 12 people can join the battle at once, so if you have more allies than that, adjust accordingly. Units marked with a circle next to their name are members currently included in the formation. Note that you can also organize your formation at the start of the battle.



←Specific Unit

When training, it is also possible to organize with a small number.

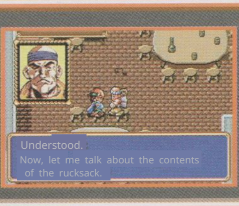
Formation with a small number is also possible.

Jogen

Regarding the upcoming battle, you can hear Norva's valuable advice. You will receive useful hints such as map features and recommended formations, so be sure to check them before heading into battle.

TOPICS You might see an unexpected side?

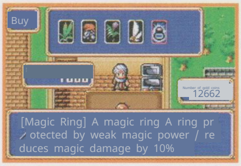
The comrades waiting at the main camp will share various stories as the number of battles you participate in increases. These include background stories before joining "Shining Force" and secretly enjoyed hobbies. The content is quite diverse and very engaging. Be sure to listen to all their behind-the-scenes stories.


Understood.
Now, let me talk about the contents of the rucksack.

← Unexpected stories that you would never imagine from the battle scenes can be heard here.

Weapon Shop Item Shop

The Weapon Shop, which handles weapons, and the Item Shop, which deals with consumables and accessories, vary greatly in their selection depending on the town. Basically, as the story progresses, you can obtain items with better performance, but there are many items that can only be purchased in specific towns, so you should carefully consider and collect your purchases.

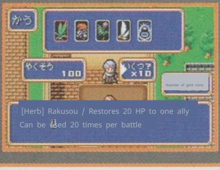


[Magic Ring] A magic ring A ring protected by weak magic power / reduces magic damage by 10%

← The ring for status adjustment can be used until the late game, so be sure to purchase it.

Buy

Purchase various items. At the Item Shop, you can buy consumables that will be useful until the late game, such as “Herb” and “Recovery Seed” to restore HP, and “Antidote Herb” to neutralize poison. You can also purchase “Feather of Escape” for battle withdrawal. Additionally, accessories for equipment, starting with the “Ring of Protection,” can be bought here. As the name suggests, the Weapon Shop specializes in weapons and offers a wide variety of them.

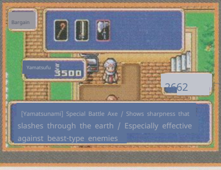


[Herb] Rakusou / Restores 20 HP to one ally Can be used 20 times per battle

←Bulk purchase also available Ability. Buy plenty of items like "Herb".

Bargains

Purchase rare bargains that appear randomly. The selection of bargains is common to all town weapon shops and tool shops, and the products available change as the scenario progresses. Since rare items that can only be obtained through bargains and powerful weapons marked as clear bonuses (PO30) also appear, be sure to check them out at least once as the scenario advances. For more details, please refer to the next page.

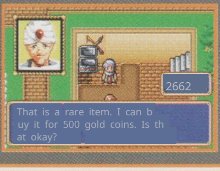


[Yamatsunami] Special Battle Axe / Shows sharpness that slashes through the earth / Especially effective against beast-type enemies

← Sometimes higher-level items than usual ones appear.

Sell

Sell the items you have. The purchase price is half of the buying price, and basically all items except those related to scenario progression can be sold. Also, if you sell items obtained from treasure chests or items with special effects, the shopkeeper may say they are "rare items." Only these "rare items" will be displayed as bargains after selling, so they can be repurchased.

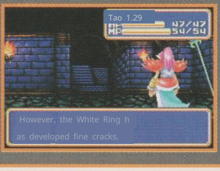


That is a rare item. I can buy it for 500 gold coins. Is that okay?

← It is best to keep valuables on hand rather than sell them whenever possible.

Repair

Items that can be used as tools during battle may occasionally break. There is a service to repair these items and make them usable again, costing about one-quarter of the selling price. If you use a broken item without repairing it, it will disappear after use and cannot be repaired anymore. To avoid losing valuable items, make sure to have broken ones properly repaired.



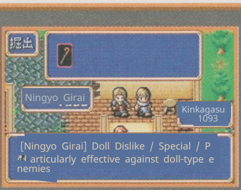
However, the White Ring has developed fine cracks.

← Messages such as "crack" and "cloudiness" are proof that it is broken.

TOPICS About Bargains

Occurrence and Changes of Bargains

Bargains appear with a certain probability when you talk to weapon or item shops in various locations after meeting specific conditions (see below). Therefore, even if the item does not appear in the store on the first try, if you end the conversation once and then repeatedly talk to the shopkeeper, it will eventually appear. Also, if the appearance condition in the table below states "a shop in any town," you can purchase the item in another location even if you miss buying it in one town. Furthermore, the selection of bargains is common to all shops, so once an item has appeared, you can buy it anytime, even across chapters.

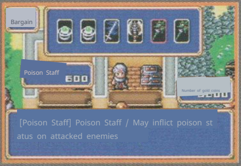


[Ningyo Girai] Doll Dislike / Special / Particularly effective against doll-type enemies

← Keep talking repeatedly until a valuable weapon appears let's persist.

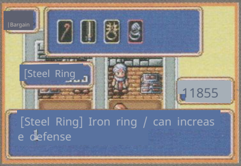
Changes in Displayed Products

Up to six types of bargain items are displayed at a time. When the item slots are all full and a new bargain item appears, it replaces the oldest item in the list. Of course, when new items arrive, or when you sell valuable items yourself, they are treated as bargain items. If items are replaced too frequently, you might find that something you intended to buy has disappeared without you noticing. Especially with rings, since all sold rings become bargain items, once you start selling them, the turnover of items speeds up dramatically. To avoid missing out on valuable goods, be sure to check the item movements frequently.



[Poison Staff] Poison Staff / May inflict poison status on attacked enemies

← To prevent the main item from disappearing, keep some space in the item slot.



[Steel Ring] Iron ring / can increase defense

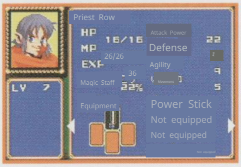
← Even valuable items accidentally let go can be repurchased.

>>>> Conditions for finding bargains rapidly

Item Name	Period	Condition	Probability
Ningyo Girai	Chapter 1	Talk at a shop in any town	5%
Inazuma	Chapter 1	Conversation at Altarone's shop	40%
Yamatsunami	Chapter 2	Talk at a shop in any town	5%
Rest in peace	Chapter 2	After the battle in the underground cave, conversation at Lindrind's shop	20%
Merman Buster	Chapter 3	Conversation at Bastok's shop	10%
Duelist	Chapter 3	After the battle at the quarry, have a conversation at Bastok's shop.	60%
Ring of Evasion	Chapter 4	Talk at a shop in any town	10%
Elf Slayer	Chapter 4	After the battle with Elliott, talk at Pao's shop	50%
Soul Buster	Chapter 4	After Gantz joins the party, talk at Pao's shop	100%
Ogre Slayer	Chapter 5	Talk at Waral's Shop	10%
Sniper Ring	Chapter 6	Talk at Rudol Village Shop	20%
Abare Daiko	Chapter 6	After Lyle joined the party, talk at Rudol Village Shop	100%
Counter Ring	Chapter 7	Talk at Prompt's Shop	10%
Holy Ring	Chapter 8	Conversation at Rune Faust's Shop	30%

Unit Status

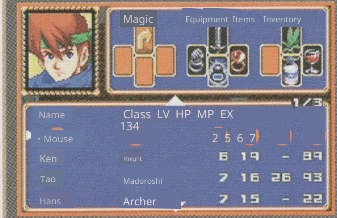
The status that can be checked with the command "Stage Table" is one of the indicators of a unit's strength. You can check parameters such as HP, MP, attack power, and the number of victories in battle. When forming a team, it is good to refer to these when selecting members. Most parameters grow through leveling up.



Priest Row
HP 16/16
MP 26/26
EXP 36
Magic Staff 22%
LV 7
Attack Power 22
Defense
Agility 9
Movement 5
Equipment
Power Stick
Not equipped
Not equipped
Not equipped

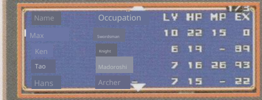
← Status can always be checked even during battle.

Status List

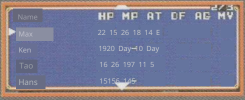


Magic
Equipment Items Inventory
1/3
Name Class LV HP MP EX
134
• Mouse 2 5 6 7
Ken Knight 6 19 - 89
Tao Madoroshi 7 16 26 93
Hans Archer 7 15 - 22

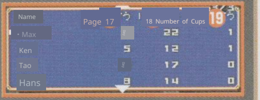
In the unit list, you can check the status of multiple units at once. You can switch pages using the left and right on the directional pad. The first page shows basic parameters such as level, HP, and MP; the second page displays combat-related parameters like attack power and defense; and the third page shows each unit's battle history, including the number of battles participated in and won, the number of enemy units defeated, and the number of times the unit was incapacitated. If you want to compare the strength of units, this list makes it easy to understand.



1/3
Name Occupation LV HP MP EX
Max Swordsman 10 22 15 0
Ken Knight 6 19 - 89
Tao Madoroshi 7 16 26 93
Hans Archer 7 15 - 22

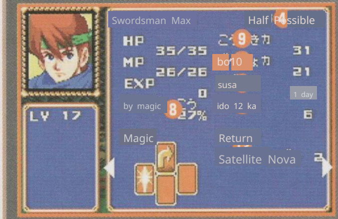


2/3
Name HP MP AT DF AG MV
Max 22 15 26 18 14 E
Ken 1920 Day 10 Day
Tao 16 26 197 11 5
Hans 15156 145



3/3
Name Page 17 18 Number of Cups 19
• Max 22 1
Ken 5 12 1
Tao 17 0
Hans 8 14 0

Detailed Status

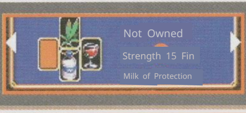


Swordsman Max Half Possible 4
HP 35/35 9 31
MP 26/26 bo10 21
EXP 0
susa 1 day
by magic 8 27% ido 12 ka 6
LV 17
Magic Return
Satellite Nova 2

When selecting an individual unit from the status list, you can check even more detailed information. In the detailed status, besides various parameters, you can confirm fine-grained statuses not shown in the list, such as resistance values against magic and the presence or absence of counterattack abilities, as well as the magic currently usable and their levels. Additionally, a growth graph showing how parameters increase upon leveling up is displayed. This is useful for understanding the unique traits of each unit.

Satellite Nova 2

Steel Ring
Aim for the 14 Ring
Magic Ring



Not Owned
Strength 15 Fin
Milk of Protection

HP
MP 16
Magic Resistance
Attack 力
Defense Power
Agility

1 Name

Unit Name

② LV

Unit Level

③ Occupation

The name of the unit's current profession

④ Counterattack Capability

Units that can counterattack enemy physical attacks will have the display "Counterattack Capability" shown.

⑤ HP

Health points. Decreases when taking damage, and when it reaches 0, the unit becomes incapacitated.

⑥ MP

Magic power. Consumed when using magic. Units that cannot use magic always have 0 MP.

⑦ EXP (EX)

Experience points gained at the current level. When it reaches 100 0, the level increases and the count restarts from 0.

8 Magic Resistance

Resistance to magic. The higher the number, the more damage from magic attacks can be reduced.

⑨ Attack Power (AT)

Determines the amount of damage dealt by physical attacks. The higher the value, the greater the damage dealt

10 Defense (DF)

Resistance to physical attacks. The higher the value, the more physical damage received from enemies can be reduced.

11 Agility (AG)

Determines the order of actions during battle. The higher the value, the earlier the unit acts in combat.

12 Movement (MV)

Indicates the range a unit can move, usually allowing movement across the same number of squares as the movement value.

Does not increase upon leveling up.

13 Magic

Available spells and their levels.

14 Equipment

Items currently equipped.

15 Items

Items being carried.

16 Growth Graph

Shows the growth trends up to level 20 for six types of parameters

◢ Balanced increase according to level up

◢ Early bloomer type that grows rapidly up to around level 10

◢ The greatest growth occurs between levels 10 and 15

◢ Late bloomer type that grows rapidly from level 15 onward

☒ The corresponding parameter does not grow at all

17 Number of Victories

The number of times the party has participated in battles and achieved victory

18 Number of Kills

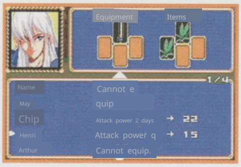
Number of enemy units defeated in battle

19 Number of Times Fallen

Number of times incapacitated and defeated in battle

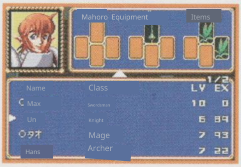
Class

All units belong to some class, and the movement type and parameters during battle differ depending on the class. When organizing your formation, it is best to first allocate units based on the characteristics of each class to some extent, and then consider the differences in each unit's abilities. It is important to thoroughly understand the features of each class. Here, all basic classes and their corresponding advanced classes after promotion (PO26) are introduced together. Since there is no difference in ability trends between them, consider the advanced class as one indicator of unit enhancement. Also, classes are completely fixed for each unit, and promotion will always lead to the corresponding advanced class.



Name	Cannot equip	
May		
Chip	Attack power 2 days	→ 22
Henri	Attack power q	→ 15
Arthur	Cannot equip.	

← Equipment depends on the class There are differences in the weapons that can be equipped.



Name	Class	LV	EX
Max	Swordsman	10	0
Un	Knight	6	89
○タオ	Mage	7	93
Hans	Archer	7	22

←When forming a party, it is efficient to select based on job class.

Swordsman/Hero

A job exclusive to Max. It excels in attack power and has high resistance to both physical and magical attacks, making it a versatile type. It is suitable for him, who always fights on the front lines. If his slightly low agility is compensated with equipment or magic, he can perform even better. After changing jobs, his MP increases, allowing him to demonstrate high ability as a magic attack unit as well.

Knight/Paladin

A physical attack job boasting high mobility. Can equip two types of spears: a lance for close-range attacks and a spear for ranged attacks. Ken, May, Arthur, Pale, Vanguard, and Ernest correspond to this job.

Warrior

Occupations held by the two, Lag and Goat. They have high HP, attack power, and defense, specializing in physical attacks. They are extremely weak to magic damage and have low agility, which is their main drawback. If used as a shield, their weaknesses need to be strengthened.

Archer/Bowmaster

Equipped with bows, which have the longest range among all weapons. Their parameters are average, but their agility growth is extremely high. They also have decent mobility and are easy to handle. Hans and Dianne are the two who fit this role.

Shaman/Saint

A class specialized for Nasha, excelling in healing and support magic. Although seemingly weak, their growth in various parameters is very good. Especially at low levels, their growth rate exceeds Max's, allowing them to withstand frontline combat. Additionally, their magic resistance grows remarkably, making them useful as bait against enemies using powerful magic.

High Priest

Experts in healing magic, represented by the three: Row, Chip, and Toras. They can equip many excellent staves, allowing them to serve not only as support but also as attackers. However, their low mobility is a drawback.

Monk/Master Monk

A class exclusive to Gong. Skilled in hand-to-hand combat, they also wield healing magic such as Heal. Although a physical attack type, they are a unique class that can use magic and thus possess magic resistance.

Wizard Great Wizard

A powerful user of offensive magic with very high magic resistance. However, low HP and defense are fatal weaknesses, making this unit an easy target for enemies. Always have them act together with a shield unit. The three are Tao, Henri, and Alef.

Werewolf / Wolf Baron

A specialized class for the beastman Zappa. Excels in speed and attack power. Due to the class trait, movement is not reduced in forests or thickets, so in these areas where the party's pace is disrupted, this unit plays a major role as a scout.

Wing Knight / Sky Lord

A class exclusive to Kōkichi, a flying unit equipped with mechanical wings added later. Like knights, they can equip lances and spears, allowing them to fight from a distance in the air, preventing enemies from approaching.

Birdman / Birdler

A class exclusive to the two birdmen, Barbaroi and Amon. Being a flying type, the greatest advantage is immunity to terrain effects. They can equip swords, so their attack power is also promising. Their relatively low defense can be somewhat improved through class change.

Assassin / Killer Machine

Characterized by swift movements and strong attack power. As the name "Assassin" suggests, this class excels in counterattack ability compared to other units. This type shows its true strength after becoming an advanced class. A class exclusive to Zuika.

Card User

A class exclusive to Kyoka Q with no advanced jobs. They can use the special command "Card," and their various abilities grow quite well. However, using cards makes it difficult to gain experience points, so leveling up is challenging.

Samurai / Swordmaster

A wandering samurai class that Musashi can take. Wields the sword "Kikuichimonji," which has a high chance of delivering a deadly strike. Has very high speed growth, but after changing jobs, all parameters develop late-blooming growth patterns.

Yogurt

The mysterious creature Yogurt. No matter how much it fights, it does not level up, and all parameters except movement remain at 1. Naturally, it is the weakest among all classes including enemies. If equipped with rings, some parameters can be increased, but... its very existence is questioned.

Steam Knight / Steam Baron

A class exclusive to Gantz, clad in steam-powered armor. Boasts astonishing defense suitable for being the party's shield. Low mobility is a drawback, so support through magic and equipment is essential.

Assault Knight / Buster Knight

A very user-friendly class combining the mobility of a knight and the equipment of an archer, taking the best of both. The higher the level, the better the ability growth. Only Lyle corresponds to this class.

Dragon / Dragon Lord

A class exclusive to the divine dragon Baryuu. A flying physical attack type with high attack power and HP. The late joining time causes a large level gap with main units, which is a drawback. After changing jobs, attack power increases dramatically.

Mechanical Weapon Advance

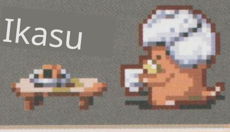
Ancient mechanical soldier Adam's exclusive class. Although it is a class that cannot use magic, it has magic resistance and boasts generally high stats. It cannot equip weapons, but its attack power is also high, making it suitable to lead the party.

Magical Creature

Domingo's exclusive class. A floating movement type, it is the only flying unit capable of magic attacks. It is also characterized by easy increases in magic resistance, defense, and HP. An ideal unit to serve as a decoy.

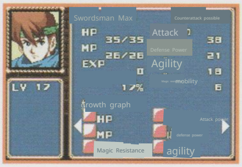
Shinobi / Super Shinobi

A class given to an excellent stealth expert, exclusive to Hanzou. He favors the "Deadly Sword" that can defeat an opponent in one strike. Although he can also use support-type magic, his magic resistance does not increase at all, so be cautious of magic attacks.

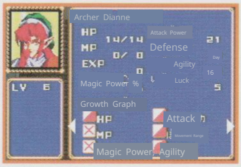

Ikasu

Growth Graph

The growth graph shows the growth trends of a unit's parameters. Each unit has various parameters (P021), but only six of them grow: HP and MP, attack power and defense power, agility, and magic resistance. Also, note that even for the same unit, the growth graphs differ for each parameter. For example, in Max's case, most parameters such as attack power and defense power are early bloomers, but HP is average type, and MP is late bloomer type. This is related to the advanced job change (PO26) described later, so understand each unit's growth pattern and maintain a well-balanced force.


Swordsman Max
Counterattack possible
HP 35/35
MP 26/26
EXP 0
17%
Attack 38
Defense Power 21
Agility 18
mobility 6
LV 17
Growth graph
HP
MP
Magic Resistance
Attack power
defense power
agility

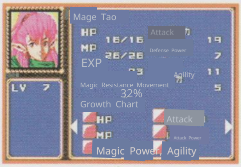
← Growth graph for the six parameters represents the individuality of the unit.


Archer Dianne
HP 14/14
MP 0/ 0
EXP 0
Attack Power 21
Defense
Agility 16
Luck 5
Magic Power %
LV 6
Growth Graph
HP
MP
Magic Power
Attack
Movement Range
Agility

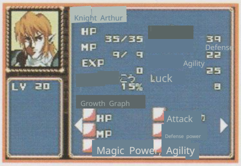
←For newly joined units, first check their future growth potential.

Relation to Class

Magic-skilled mages and clerics tend to have growth graphs that generally resemble their class, such as early growth types in MP and magic resistance. This can also be seen in warrior-type units like Lag and Gantz, whose specialty parameters such as attack power and defense are early growth types. However, even within the same class, there are exceptions; for example, Arthur, a knight, has all parameters as late growth types. Therefore, growth graphs are not necessarily the same even for units of the same class. It is important to carefully check the growth graphs of individual parameters for units of the same class and maintain overall party balance.


Mage Tao
HP 16/16
MP 26/26
EXP 3
Attack 19
Defense Power 7
Agility 11
Magic Resistance Movement 5
32%
LV 7
Growth Chart
HP
MP
Magic Power
Attack
Attack Power
Agility

← For the Mage class, MP is early maturing and related to their specialty areas.


Knight Arthur
HP 35/35
MP 9/ 9
EXP 0
15%
39
Defense 22
Agility 25
Luck 8
LV 20
Growth Graph
HP
MP
Magic Power
Attack
Defense power
Agility

Even if it is the same profession Each unit also has different characteristics.

Enhancement by Growth Type

During battle, it is important to strengthen parameters according to the growth type. If the unit is generally an early bloomer type, focus on enhancing attack power and movement to increase level-up opportunities and raise them quickly. For late bloomer type units, support is needed until they reach a certain level, such as boosting defensive parameters with items like the "Ring of Protection" or the "Charm Ring."

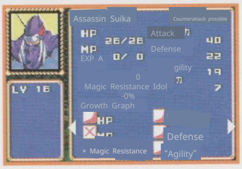
Equipment
Items

[Steel Ring] Iron ring / can increase defense

By compensating for the weaknesses shown in the graph, the units will become even easier to handle.

Long-term Development

From the mid-game onward, you will likely narrow down the main party members around Max to some extent. Judging from each unit's growth graph in this case, you can develop and organize your team with long-term growth in mind. However, changing jobs can sometimes alter the growth graph (P028). Late-blooming units take time to demonstrate their true potential, so if possible, it's best to train everyone up to around level 18, which is just before or after the job change timing, before making decisions.

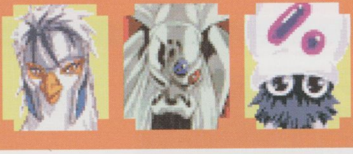


🡐 Relying on a late surge

If you are a late bloomer type, you can also make them a main force.

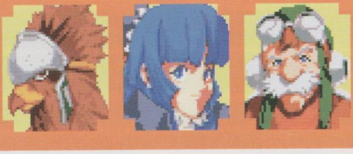
>>>>>> Characteristics by growth type gggggg

Average type that grows steadily >>>>>> Amon, Kyoka Q, Domingo



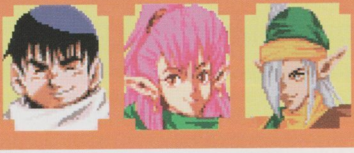
In addition to the basic values of HP and MP, attack power, defense speed, and magic defense all grow steadily. Although there is no outstanding specialty in any one area, this is an easy-to-handle type that fully demonstrates the true ability of the unit's original class.

Early bloomer type who immediately joins the main force >>>>>> Barbaroi, Nasha, Kokichi



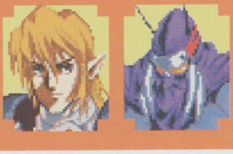
All parameters rise sharply from the beginning in this early bloomer type. They level up quickly as they perform well, becoming even more usable units. However, growth tends to slow down around level 15, and at that point, other units may take over their regular spot.

Specialist type with concentrated focus >>>>> Ragtao, Hans



This type grows first in specific parameters, and many units excel in one area such as magic or physical attacks. If their weak points are well supported, they can develop into specialists who perform well even if their growth slows down.

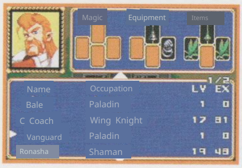
Late bloomer who waits patiently >>>>> Arthur Zuika



Until reaching a certain level, there are few opportunities to shine; this is the late bloomer type whose parameters all grow slowly. Because the difference in abilities compared to other members is noticeable, they tend to be relegated to the second team. However, they hold the potential to become a major figure in the future.

Job Change to Advanced Class

Changing jobs to an advanced class brings out the unit's true power. Except for some characters, this can be done unconditionally once the level reaches 10 or higher. However, which class a unit changes to after the job change is predetermined for each unit, so unfortunately, free choices like turning a mage unit into a swordsman are not possible. For example, a mage becomes a Great Mage, and a priest becomes a High Priest, taking on a class that further strengthens their basic profession.

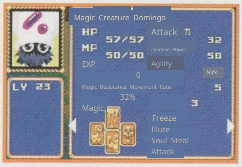


Name	Occupation	LV	EX
Bale	Paladin	1	0
C Coach	Wing Knight	17	31
Vanguard	Paladin	1	0
Ronasha	Shaman	19	48

←All units of the same class can advance to their respective advanced classes.

Benefits of Class Change

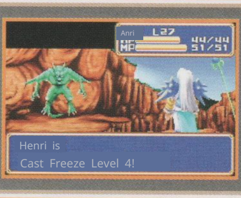
It is standard practice for units with advanced classes to change classes whenever possible. Not only are there various benefits, but if they remain in their basic class, their level will cap, making it impossible to withstand battles in the mid to late game. Units that cannot change classes can reach level 20 or higher without issues.


Magic Creature Domingo
HP 57/57
MP 50/50
EXP 0
LV 23
Attack 32
Defense Power 50
Agility
Nick
Magic Resistance 32%
Movement Rate 5
3
Magic
Freeze
Illute
Soul Steal
Attack

←Specialty units grow while remaining in their basic class.

Level cap raised to 99

The level cap for basic classes is raised from 20 to 99. This not only means parameters can be increased simply by leveling up, but also that more magic spells become available. Since magic is learned according to the unit's level, advancing to an advanced class allows the unit to use increasingly powerful magic.

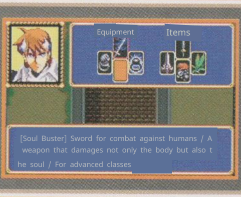

Anri L27
HP 44/44
MP 51/51

Henri is
Cast Freeze Level 4!

◆ Changing class is essential to use higher-level magic.

Increased weapons that can be equipped

Many weapons can only be equipped by advanced classes, and naturally, all of them have more than sufficient power. Most of the weapons that appear from the middle of the adventure onward, including those available for purchase in shops, are exclusive to advanced classes. Therefore, changing classes at the appropriate time is necessary to equip these weapons.

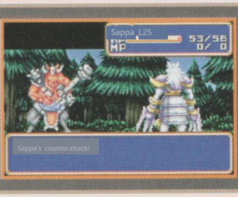


[Soul Buster] Sword for combat against humans / A weapon that damages not only the body but also the soul / For advanced classes

← As equipment becomes stronger, your opportunities to excel in battle expand greatly.

Continuous attacks and counterattacks become possible

Some units, which could not perform continuous attacks or counterattacks at the basic class stage, will gain these abilities. An increase in the number of attacks also means an increase in the experience points gained from a single battle. This should definitely be utilized for efficient leveling up. For details on continuous attacks and counterattacks, please refer to P033.



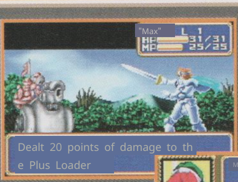
Sappa's counterattack!

←Unit standing at the front of the battle line

It is very reassuring that the unit can counterattack.

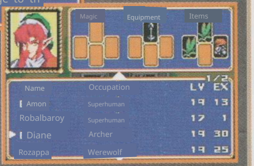
Parameters are boosted

When a unit changes class, its level is reset to 1, but the parameters themselves do not return to the initial state when the unit first joined the party. Depending on the unit, the values after changing class are generally around 90% of the values just before the class change. Even at the same level 1, if the HP before the class change was 30, it will be around 27, and if it was 40, it will be around 36. In other words, if you raise various parameters as much as possible during the basic class, when you restart in the advanced class, you can start with those parameters boosted. If you want higher abilities, you should try to grow each parameter as much as possible before changing class.



Dealt 20 points of damage to the Plus Loader

←Although the level is low immediately after changing jobs, the abilities are fairly decent.



Name	Occupation	LV	EX
Amon	Superhuman	19	13
Robalbaroy	Superhuman	17	1
Diane	Archer	19	30
Rozappa	Werewolf	19	25

➜ If you think about the future, try to change jobs after raising your level as much as possible.

>>>>> An example of parameter changes hehehehe

① Comparison with the same amount of experience points >>>>>> Max

Basic Class LV20	
HP	36
MP	29
Attack Power	26
Defense Power	22
Agility	19
Magic Resistance	17

Basic Class LV10 → Advanced Class LV10	
HP	36
MP	39
Attack Power	17
Defense Power	27
Agility	24
Magic Resistance	22

Both gain 2000 experience points, but depending on whether they have changed jobs or not, there is a significant difference in their ability values, and in almost all parameters, those who have changed jobs surpass the others. Considering that stronger weapons can be equipped, the difference is obvious.

Considering that stronger weapons can be equipped, the difference is obvious.

② Comparison by timing of job change > > >> >> Gong

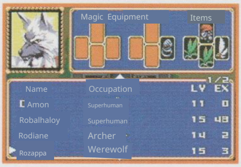
Basic Class LV10 → Advanced Class LV8	
HP	30
MP	26
Attack Power	25
Defense Power	16
Agility	21
Magic Resistance	24

Basic Class LV15 → Advanced Class LV8	
HP	41
MP	30
Attack Power	33
Defense Power	29
Agility	37
Magic Resistance	27

The table on the left shows the levels at which the job change occurred, and each was raised to the same level. There are considerable differences in every parameter. It is clear that the timing of the job change causes significant variations in growth thereafter.

Timing of Job Change

Considering the final abilities of the units, job changes should basically be waited until level 20. However, considering the ability to use powerful weapons and magic, it is more efficient to switch to an advanced class at a certain level. The best timing for job change is around when the stat increases from leveling up start to stabilize.


Magic Equipment
Items
1/2

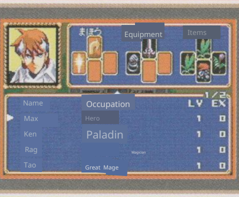
Name	Occupation	LV	EX
Amon	Superhuman	11	0
Robalhaloy	Superhuman	15	48
Rodiane	Archer	14	2
Rozappa	Werewolf	15	3

← For early-blooming units, level 15 or so

It is okay to change jobs.

Balance within the party

Even for advanced classes, being weak to attacks when at a low level does not change. Right after changing jobs, even warriors or knights can sometimes be defeated with a single hit. To avoid a situation where all members change jobs at the same time and suffer a crushing defeat in the battle immediately after, always perform job changes while considering the balance with other members.


まほう
Equipment
Items
1/2

Name	Occupation	LV	EX
Max	Hero	1	0
Ken	Paladin	1	0
Rag	Magician	1	0
Tao	Great Mage	1	0

←Simultaneous multiple job changes

cause the party's combat power

to drop drastically, which is dangerous.

Growth after job change

Right after changing jobs, the level difference with enemies becomes large, so the experience gained per battle increases, and the interval between level-ups shortens. Depending on the enemy's level, it is possible to reach about level 10 in just a few battles. By utilizing this, you want to make up for the ability gap opened with other members due to the job change.

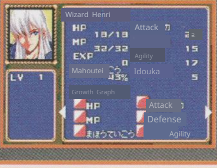
Max L 1
HP
MP 25/25

Max gained 48 points of experience

←If the enemy level is about 15, leveling up becomes considerably easier.

Change in growth type

Most units' growth graphs change with job changes. Since a unit's specialty may change, affecting party composition, make sure to check carefully after changing jobs.


Wizard Henri
HP 18/18
MP 32/32
EXP 0
Attack 22
15
Agility 17
Mahoutei 43%
Idouka 5
LV 1
Growth Graph
HP
MP
まほうていこう
Attack
Defense
Agility

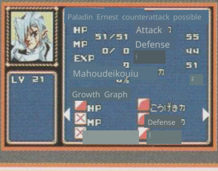
← Magic-type unit

Even at the highest, the attack power can greatly

also increase significantly.

Growth after level 21

Like basic jobs, the growth graphs of advanced jobs only show upward trends up to level 20. What kind of growth occurs beyond that is unknown until you actually level up.


Paladin Ernest counterattack possible
HP 51/51
MP 0/ 0
EXP 0
Attack 55
Defense 44
51
Mahoudeikouiu
LV 21
Growth Graph
HP
MP
こうげき力
Defense

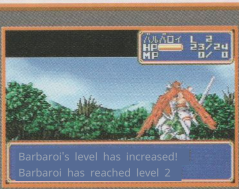
← Even if the growth slows down

it may rapidly increase again

There is also a possibility of growth.

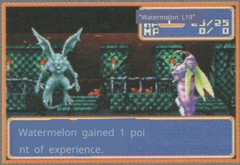
TOPICS Parameter changes according to growth type

It is theoretically correct that the level before changing jobs should be as high as possible. Therefore, I compared how the parameters change when returning to level 1 after changing jobs at each level, according to each growth type. The table below shows these changes, indicating the numerical changes for average type, early bloomer type, and late bloomer type respectively. Although there are some fluctuations, basically, the higher the level, the higher the parameters immediately after changing jobs, which is the same for all types. However, compared to the average type whose values increase proportionally with level, the early bloomer type shows almost no difference from around level 13. This is because the parameter growth itself hits a ceiling, so even if you desperately level up, it hardly affects the job change. On the other hand, the late bloomer type rapidly increases from around level 17, and for some parameters, the difference between level 10 and 20 is more than double. Therefore, job changes should not be done after raising each level to the maximum, but the timing should be adjusted according to the growth type.



Barbaroi's level has increased!
Barbaroi has reached level 2

← If early bloomer, prioritize leveling up in advanced classes rather than spending time.



Watermelon gained 1 point of experience.

← If late bloomer type, work hard to grow until level 20.

>>>>>> Example of parameter changes hehehehehe

① Average type>>>>>> Amon

Job change level	10	11	12	13	14	15	16	17	18	19	20
HP	19	20	21	21	21	26	26	26	26	27	27
Attack Power	11	12	13	13	14	14	14	16	18	18	19
Defense Power	18	18	19	20	20	23	23	23	23	26	26
Agility	13	13	14	15	18	18	18	18	19	19	19

Proportional to level up, job change

Subsequent parameters also increase steadily.

Around level 18, changes almost stop, so it is best to decide on a job change around this point.

② Early Maturing Type >>>>>> Barbaroi

Job Change Levels	10	11	12	13	14	15	16	17	18	19	20
HP	20	20	20	23	23	23	24	24	24	24	24
Attack Power	14	14	14	14	16	16	16	16	18	18	18
Defense Power	14	15	17	17	17	17	17	18	18	18	18
Agility	15	15	17	17	17	18	18	18	19	19	19

There is hardly any change even when leveling up, especially in HP and agility.

4 points at levels 10 and 20

It does not change. It seems unnecessary to painstakingly level up.

It seems unnecessary to painstakingly level up.

③ Late Bloomer Type >>>>>> Zuika

Job Change Level	10	11	12	13	14	15	16	17	18	19	20
HP	17	17	19	22	21	20	22	23	23	24	24
Attack Power	22	23	24	29	29	28	29	33	34	35	36
Defense Power	12	13	16	15	17	17	21	20	21	25	25
Agility	11	12	14	15	14	18	18	19	19	21	21

The more you persist, the better the results. This type often remains a late bloomer even after job change.

Without sufficient training, changing jobs too early will never become useful. will be useless. Make sure to level up properly. ∘

System Analyze

Battle Analysis

Regarding battles, which hold a significant weight in this work, this section analyzes the path to victory from various aspects, such as the basics of fighting and unit enhancement.

Battle Overview

In battle, both enemies and allies act in order of speed, performing actions such as attacks and magic. When everyone has acted once, one turn ends, and this flow repeats to progress the battle. Clearing the victory conditions results in success. If Max is defeated, it results in failure and a retry.

Max has fallen...

← Be careful, as losing halves the gold you have on hand.

Victory Conditions

Each battle has specific victory conditions, and fulfilling these ends the battle. The most common condition is "defeat all enemies," which requires defeating all enemies on the map. If the condition is "defeat ○○," then the specified All you need to do is defeat the specified units. In the case of "Reach ○○," the condition is for Max to arrive at that location. If two victory conditions are presented, fulfilling either one is sufficient.

Clear Bonus

Clear bonuses are rewards such as items and gold coins obtained when the victory conditions are met within the specified number of turns. Especially in the case of items, they are all powerful, and apart from obtaining them here, there is no other way to get them. These are valuable items that may appear as rare finds. The conditions for obtaining the clear bonus can be quite strict depending on the map, but you should raise the levels of your allied units and take on the challenge to definitely acquire them.

TOPICS

Battle Withdrawal

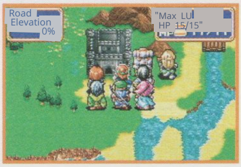
During battle, if Max returns to the starting position or uses the magic "Return" or the item "Angel Feather," it is possible to escape from the battle. Experience points and items obtained are carried over, and HP and MP are fully restored, so by repeatedly escaping and fighting, you can focus on leveling up without advancing the story.

Noah: Lord Max!
Are you retreating?

← To the clear bonus This effect does not apply, so you should make full use of it.

Battle Flow

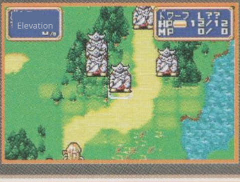
In the battle map, first you organize your formation and check the victory conditions, then the battle begins. When it is a unit's turn to act, the unit will use the following movement commands and battle commands to take action. By performing a battle command action, the turn passes to the next unit.



←The initial setup is determined by the formation and cannot be changed.

Movement Command

The movement command is used at the start of each unit's action. After specifying the movement destination, you proceed to input battle commands. Various other operations are also possible; by moving the cursor, you can check the entire map. Pressing START or the L button calls up the command for checking the battle situation on the right, allowing you to see more detailed information. Also, by positioning the cursor and pressing the A or R button, you can check the movement range and status of other units. It is advisable to check the battle situation once before moving your units.



←You can see the enemy's movement range, which serves as a reference for deciding the movement location.

Command during movement ku ku ku ku

START or L

Action order and turn count
You can check the action order of all units and the elapsed turns.

Map and victory conditions
You can check a simplified map showing unit placement and the victory conditions. Paus

e
Temporarily pause the play. You can resume from the same point.

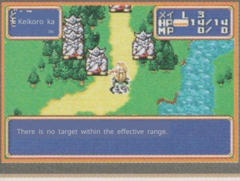
Config
Adjust the play environment.

A or R
Check the movement range of units.

R 2 times
Check the status. In the case of enemies, you need to attack once.

Battle Command

When you specify the unit's movement position, it becomes input for the battle command. There are five types of commands on the right, and if the target is out of range, selection is not possible. Until the battle command is decided, you can redo from the movement command.



There is no target within the effective range.

If the attack cannot reach, change the movement position and try again.

>>>> Battle Command ku ku ku ku

Attack	Attack with weapons or bare hands. The range varies depending on the equipment.
Magic	Use various types of magic. Units that cannot use magic are unable to use this.
Card	Use the item "Card" with the Kyoka Q exclusive command.
Items	Use items in possession. The range of use varies depending on the type.
Defense	Defend and end the action. Defense power slightly increases.

Attack

The most basic command during battle is a physical attack using bare hands or equipped weapons. Every unit can perform this, and the equipment affects the power and additional effects dealt to the enemy. When multiple enemy units are within range, you select one of them to attack.

Types and characteristics of weapons

There are seven main types of weapons, and the equipment available varies depending on the profession. Since the range and effectiveness against enemies differ by type, when forming a party, it is important to consider the impact of the equipment. If no weapon is equipped, all attacks are unarmed, and no additional attack power from weapons is applied.

>>>>>> Weapons and Attack Methods

Sword	Equippable by many professions. It is a basic weapon, and many have special effects.
Arrow	A specialized weapon for archer-type professions. It has a long range and is effective against flying enemies.
Lance	A large spear that knights and wing knights can equip. Used when adjacent to an enemy.
Spear	A small throwing spear that can attack from a distance. Those who can equip it are the same as for the lance.
Axe	Only warriors can equip this combat weapon斧. It has a lower hit rate but high destructive power.
Staff	Mages and priests can equip it. Although the power is low, it often has special effects.
Mace	A club exclusive to shamans. It has no blade, but its weight gives it considerable power.
Unarmed	An attack without a weapon. Classes like monks, who can not equip weapons, also use unarmed attacks.

Weapons effective against specific races

Among weapons, aside from characteristics based on their types, there are those effective against enemies with specific attributes. When attacking enemies corresponding to these weapons, depending on the equipped unit, they generally deal nearly twice the damage of normal weapons. If the affinity matches, they boast astonishing strength, so it is highly recommended to use them effectively. In addition to equipping them in advance, it is even more convenient to set them in the "Items" section so that you can change equipment or hand them to allies at any time.

Clear Bonus
Obtained "Ningyo Zarai"!

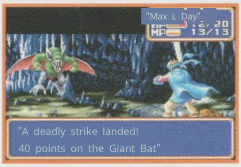
← Many special weapons can be obtained as clear bonuses or rare finds.

>>>> Specific Race Corresponding Weapons

Name	Type	Attribute Type
Soul Buster	Sword	Human
Demi-Man Buster	Sword	Subhuman
Merman Buster	剣	Aquatic
Sword of Light	剣	Demon
Chaos Breaker	剣	Dark Dragon
Duelist	Arrow	Centaur
Destroyer	Arrow	Machine
Ogre Slayer	Lance	Giant
Dragon Slayer	Lance	竜
Elf Slayer	Spear	Elf
Yamatsunami	Axe	Beast
Inazuma	Axe	Flying
Abare Daiko	Axe	Turret
Rest in Peace	杖	Undead
Ningyo Girai	杖	Humanoid

Special Actions

During battle, when performing a physical attack or when receiving a physical attack from an enemy, special actions may occur. These occurrences are random, but they undoubtedly provide great assistance in tough battles. Note that enemy units can also perform these actions, so be cautious.


"Max L Day"

"A deadly strike landed!
40 points on the Giant Bat"

"◆Special actions that can turn an unfavorable situation around are very reassuring."

① Deadly Strike

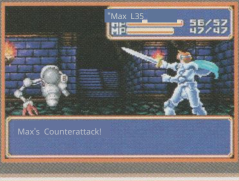
A critical hit that doubles the damage of a single strike. It occurs randomly when performing a physical attack. It can happen to any unit regardless of profession and is not affected by weapon range. The probability of occurrence is set equally for most units, but only three—Zuika, Musashi, and Hanzo—have a higher chance due to their profession traits, while Yogurt's chance is extremely low.

② Consecutive Attacks

Allows attacking twice in a row. The higher the attacker's level, the greater the probability of occurrence. Whether consecutive attacks can be performed depends on the unit's class; basic classes such as magic units and some flying units are not able to perform consecutive attacks. However, if the enemy is the type that counterattacks, the second attack will occur after the enemy's counterattack. Be cautious, as this counterattack can sometimes cause unexpected heavy damage.

③ Counterattack

Counterattacks against enemy physical attacks. Whether a unit can counterattack depends on its class; many units, such as archers and magic users, do not have counterattack abilities even after advancing to higher classes. You can also check whether a unit can counterattack on the status screen. The higher the unit's level compared to the opponent's, the higher the chance of counterattacking.


"Max L35

Max's Counterattack!

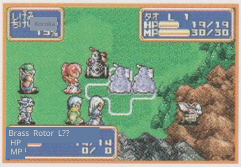
←If the level difference is about 10, there is approximately a 1/2 chance of counterattack.

>> To the list of special actions by profession

Class	Special Move	Combo	Counterattack
Swordsman	○	○	○
Hero	○	○	○
Knight	○	○	○
Paladin	○	○	○
Warrior	○	○	○
Monk	○	○	○
Archer	○	×	×
Bowmaster	○	○	×
Monk	○	○	○
Master Monk	○	○	○
Priest	○	×	×
Daisoujou	○	○	×
Mage	○	×	×
Archmage	○	○	×
Choujin	○	×	×
Birdler	○	○	×
Werewolf	○	○	×
Wolf Baron	○	○	○
Wing Knight	○	○	×
Sky Lord	○	○	×
Shaman	○	×	×
Saint	○	○	×
Assassin	○	○	○
Killer Machine	○	○	○
Card User	○	×	×
Yogurt	○	○	×
Magical Creatures	○	×	×
Steam Knight	○	○	×
Steam Baron	○	○	○
Assault Knight	○	○	×
Buster Knight	○	○	×
Dragon	○	×	○
Dragon Lord	○	○	○
Mechanical Soldier	○	×	×
Kishin	○	○	○
Samurai	○	○	○
Sword Master	○	○	○
Shinobi	○	○	×
Super Shinobi	○	○	○

Magic

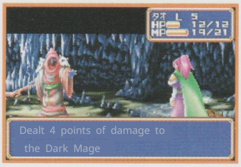
Magic can only be used by specific units, and each use consumes a predetermined amount of MP. Magic is learned through leveling up, and each individual can learn up to four types. The biggest difference from physical attacks is that magic can deal damage to multiple enemies simultaneously.



If you skillfully lure enemies to one spot, you can defeat them all at once.

Types and Effects of Magic

There are five main types of magic. Mages tend to learn offensive and status ailment magic used against enemies, while clerics learn healing and support magic used on allies, reflecting the tendencies of their professions. Additionally, even among mages, the magic available varies by unit, so after raising them to some extent, you will want to find units that fit your tactics.



Dealt 4 points of damage to the Dark Mage

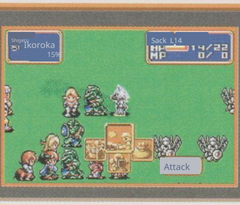
← Boss-class and magic-wielding units are resistant to magic.

>>>>>>>>>> Types of Magic sniff sniff sniff

Offensive	Deals damage to enemy units. There are four types based on attributes: Fire, Ice, Thunder, and Light. In addition, there is Soul Steal, which, if successful, can instantly incapacitate the opponent.
Healing	Recovers the HP of allied units. There are two types: Heal and Aura.
Status Abnormality	Causes status abnormalities such as Poison and Sleep.
Support	Increases various parameters such as Attack and Quick. Even if the same type of magic is stacked, only the strongest effect applies. Once used, the effect lasts for the duration of that battle.
Others	Return magic that forcibly withdraws from battle.

TOPICS Effect of Unit Orientation

When performing physical or magical attacks, it might seem that attacking from the side or behind the enemy would increase damage compared to attacking from the front. However, in this game, the damage amount does not change regardless of the attack direction, and there is no effect on critical hits or consecutive attacks. Rather than forcing yourself to get behind the enemy, steadily attack from a safe position.



← It seems more effective to attack from behind, but... there is no effect.

Magic Attributes

As mentioned above, offensive magic has four types of attributes: fire, ice, lightning, and light. However, each magic can be used by different units. Additionally, enemy units may have resistance to certain attribute magic, and in such cases, even high-level magic will have no effect at all.

Tao
L19
22/22
MP
35/35
Gargoyle LP
¥18/18
MP
15

← Enemies also perform attribute attacks, but the damage received does not change.

>>>>>>>>> Attributes and Affinities gu gu gu gu he he he he

Fire Type >>>>>> Blaze

Usable Units >>>>> Tao, 'Henri, Arthur, Alef

Immune Enemy Units >>>>> Hellhound, Jet, Wyvern, etc.

Ice Type >>>>>>>> Freeze

Usable Units >>>>> Henri, Arthur, Domingo, Alef

Immune Enemy Units >>>>> Skeleton, Ghoul, Blue Dragon, etc.

Thunder Type > >> >> > Spark

Usable Units >>>>> Henri, Arthur, Alef

Immune Enemy Units >>>>> Jet

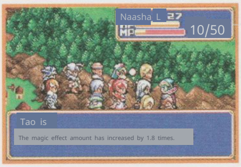
Light Type'> >> >>> Satellite Nova

Available Units >>>>> Max

Invalid Enemy Units >>>>> None

Level and Power

Some magic spells have levels assigned. For such spells, even if the name is the same, as the level increases, the power increases and the range or effect area (P041) changes. The level selection is as shown in the diagram below. However, you can only select up to the level you have learned at that time.



Tao is

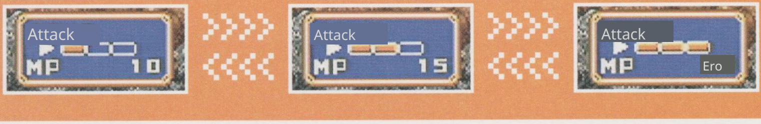
The magic effect amount has increased by 1.8 times.

← If you want to increase the power, use the magic "Spe

Used together with "Lubust".

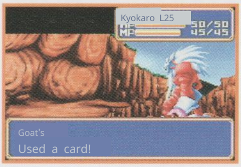
>>>>>>>>> Level switching ggggggg

Adjust the level by switching the cursor left and right.



Card

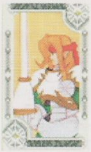
Cards are entities similar to magic and are a special means of attack that only Kyoka Q can use, including both enemies and allies. Cards alone have no meaning, but by combining them with four types of commands, their effects can be brought out. The more cards you have, the wider the variety, making it a highly strategic command.


Kyokaro L25
Goat's
Used a card!

← If you understand the characteristics of the cards, the battles will become even more profound.

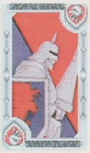
Types of Cards

There are broadly two types of cards. One type depicts allied units. The other mainly features enemy units that appear as boss-class opponents. Cards for allied units are prepared for all units, so the total number exceeds 50. There are more than 20 types of enemy unit cards alone. Each of these cards has different usage methods, and some commands do not apply to enemy cards. Also, only one copy of each card exists; unlike regular items, multiple copies cannot be held.



Ally Unit Cards Cards

for all units exist. Many of the card effects reflect the abilities and status of the units.

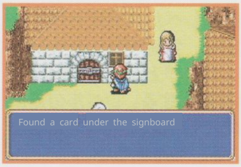


Enemy Unit Card

These are mainly cards of boss-class enemy units, but cards of other enemies are also prepared. Distinctive abilities are inherited by the cards.

Acquisition Methods

There are mainly three ways to obtain cards. One is to get them from treasure chests in towns or dungeons. The second is to obtain them through conversations with units. And the third is to acquire them by clearing specific events. However, the timing and conditions for obtaining them are often strict, making it very difficult to collect them all.


Found a card under the signboard

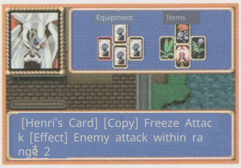
← Sometimes found suddenly in places with no hints at all.

>>>>>>>>> Main acquisition methods hehehehe

Treasure Chest	Obtain from treasure chests placed in towns and dungeons. Since the treasure chests themselves are easy to spot, this method of acquisition is relatively simple.
Conversation	Talk with allied units at the main camp. You need to participate in battle with that unit and advance the conversation at the main camp to some extent; otherwise, you may not receive the card.
Event	Complete specific events. You can also find cards by talking to townspeople or searching bookshelves and hidden spots. All enemy cards fall into this category and can be obtained by delivering the finishing blow with a specific unit.

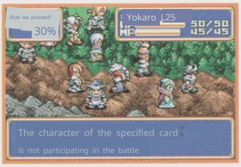
Usage

To use the "Card" command, you need to equip four cards from all the cards you possess into the slots for use in battle. Similar to equipping weapons or accessories for this unit, set the cards you want to use in the "equipment" slots. Only the four cards equipped beforehand can be used in a single battle, so choose carefully while confirming their effects. In battle, the card commands are divided into four types: "Copy," "Effect," "Move," and "Imitate," and you use one card for one of these commands. Once a card is used for one command, it cannot be used again for any other command during that battle. In other words, with the four cards prepared, you can only execute a total of four commands. No matter how you use them, card usage itself is limited to four times per battle, making it a trump card command. Note that cards are not consumables and can be used repeatedly as long as you leave the battle.



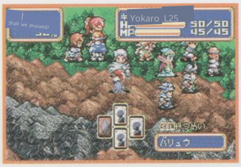
[Henri's Card] [Copy] Freeze Attack [Effect] Enemy attack within range 2

🡸 You can check the card's effect when equipping it.



The character of the specified card is not participating in the battle

← There are 4 types of commands, but some cannot be used depending on the card.



← Once used, it cannot be used again during that battle. Use with caution.

>> Card effect activation procedure

① Select Card Command

↓

② Select Card to Use

↓

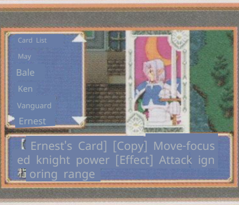
③ Activate

Copy / Effect / Move / Imitate

When using a card, first select the command you want to activate, then select the card to use. Depending on the type of command, there may be restrictions on which cards can be used, and a specified amount of MP may be consumed.

TOPICS Display Gallery

The normal command "Card" is not for managing cards but for viewing the gallery. You can see the beautiful graphics drawn on each card. Additionally, the effects of each card are also displayed, but these will only be shown after the card has actually been used in battle.



【Ernest's Card] [Copy] Move-focused knight power [Effect] Attack ignoring range

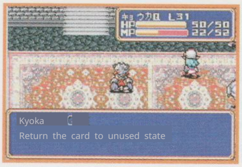
←You can thoroughly enjoy illustrations that cannot be seen during battle.

Copy

Enemy Cards: Usable
MP Consumption: None
Experience Points: Unavailable for acquisition

Copy the abilities hidden in the card to Kyoka Q. The parameters that change are the five types: attack power, defense power, movement, magic resistance, and agility, as well as the type of normal attack. Basically, the abilities possessed by the unit depicted on the card are reflected. For example, if it is a warrior card, attack power and defense power increase while magic defense and agility decrease. If it is a mage card, attack power decreases but magic resistance greatly increases.

However, even if you use a card of a unit that uses magic, Kyoka Q itself cannot use magic commands. Also, if you want to add different statuses, using another card will overwrite the effect. Note that copying cannot be used on other allied units; it is solely for changing your own abilities. Also, you cannot gain experience points by activating the command itself.



Kyoka
Return the card to unused state

← To revert to the original abilities, use Kyoka Q's own card.

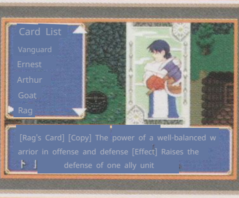
> Parameters that change sniff sniff

Attack Power
Defense Power
Movement
Magic Defense
Agility

The numerical changes vary depending on each card, and the card type changes Kyoka Q's parameters from about 0.5 times to 2.0 times. For details, refer to the card data from page 199 onward.

Changes in Normal Attacks

Along with changes in various parameters, what draws attention is the change in normal attack abilities caused by "Copy." Depending on the original unit's characteristics, the probability of a critical strike may increase, or HP may automatically recover when attacking. Additionally, as shown in the two examples below, the attack range and effects themselves can change significantly.

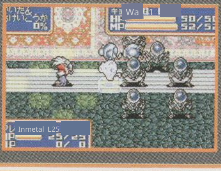


[Rag's Card] [Copy] The power of a well-balanced warrior in offense and defense [Effect] Raises the defense of one ally unit

← You can check the effect in the "Copy" effect section of the card.

Range Changes

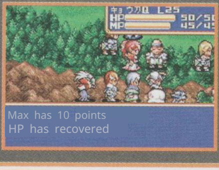
When using cards of archer-type units such as Hans and Dianne, the range of normal attacks extends to 2. Normally, Kyoka Q can only attack if adjacent to an enemy unit, but in this state, it becomes possible to attack from a distance.



←Even without special equipment, you can still keep your distance and attack again.

Changes to Magic Attack

For cards of mage-type units such as Tao and Anri, and cleric-type units such as Row and Chip, when attacking, a magical effect is triggered instead of physical damage. Mage-types use various offensive magic, while cleric-types use healing magic.



Max has 10 points
HP has recovered

←Although it is an attack, the effect is "Heal". However, the range remains 1.

Effect

Enemy Cards Usable MP Consumption Available Experience Points Obtainable

This is a command that draws various effects from cards, representing the "magic" that Kyoka Q herself can use. All are special, such as attacks with unlimited range and changing the movement type (PO44) of allied units. Each activation consumes MP and grants experience points according to the effect.

Yuran LT a
HP 2/22
MP

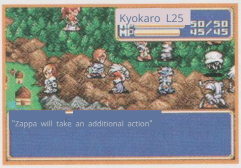
← Suitable for one-time use

Exerts great power.

Move

Enemy Cards Cannot be used MP Consumption None Experience Points Unavailable for acquisition

Increases the number of actions of the unit corresponding to the card. To activate the command, the target unit must be participating in battle; cards of units not participating in battle cannot be used. Also, naturally, it is impossible to use enemy cards. No experience points are gained from activating commands.


Kyokaro L25
HP 50/50
45/45
"Zappa will take an additional action"

←Can double the number of attacks per turn of the corresponding unit.

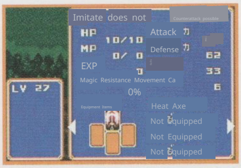
Imitate

Enemy Cards Cannot be used MP Consumption None Experience Points Unavailable for acquisition

This is a command called "Imitate" that creates a clone, summoning an Imitate of the unit depicted on the card. The spawn location is behind Kyoka Q. For example, in a stage where the army advances toward the top of the map, the Imitate will always appear below him regardless of which direction Kyoka Q is facing. The Imitate's abilities depend on the original unit; although its speed is slightly reduced, its attack power, defense, magic defense, and movement retain the original unit's stats. Also, if the original unit can use magic, the Imitate can use exactly the same spells. HP and MP are fixed as shown on the right and do not change even if the original unit's level increases. If the Imitate's HP drops to 0 during battle, it becomes incapacitated and disappears.

Imitate L27
HP
MP 0/ 0
Dealt 24 points of damage to Jet

← To avoid wasting gained experience, HP is best reduced by a designated role.


Imitate does not
Counterattack possible
HP 10/10
MP 0/ 0
EXP
Attack
Defense
62
33
6
Magic Resistance Movement Ca
0%
LV 27
Equipment Items
Heat Axe
Not Equipped
Not Equipped
Not Equipped

← There are ability adjustments from equipment, but item use is not allowed.

>>> Imitate Parameters kkkk

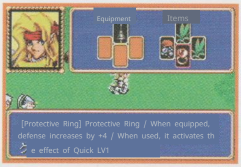
If the original unit has MP
HP/10 MP/25

If the original unit does not have MP
HP/10 MP/0

Note that the Imitate is an independent unit and can be controlled by the player. However, it does not gain any experience points and cannot level up. Kyoka Q or the original unit do not receive experience points on its behalf, so be especially careful when delivering the finishing blow.

Use of Items

In the "Item" command during battle, you can use consumable items such as "Herb" as well as equipment with special effects as "Items." The usable items are limited to those placed in the slots, and you cannot use the stock in the box. Be sure to prepare them in advance.



[Protective Ring] Protective Ring / When equipped, defense increases by +4 / When used, it activates the effect of Quick LV1

← Usable only within the "Equipment" or "Inventory" slots.

Use of Equipment

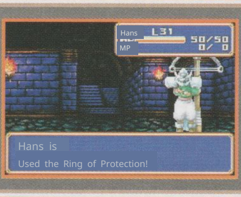
When using weapons or rings with magical effects as items to trigger special effects, it is acceptable to place them in the "Equipment" or "Inventory" slots. Even if they cannot be equipped, they can still be used as items, allowing units that cannot cast magic to perform magical attacks.

Brass Rotor L??
HA
MP

← Since there is no MP consumption, it is also useful when leveling up.

The effect of the ring changes

Rings provide various effects when equipped, but some have different effects when equipped versus when used. The "Protective Ring" and "White Ring" are examples; when equipped, they increase defense, but when used, they activate effects equivalent to "Quick" and "Aura," respectively. They should be effectively utilized beyond just being simple equipment.

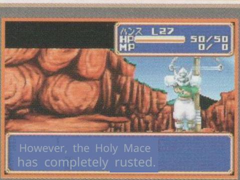


Hans is
Used the Ring of Protection!

← By properly switching between the two types of effects, you can gain an even greater advantage in battle.

Be careful not to overuse it

Items that can be used as tools may randomly break. If you see messages like "Cracked" or "Clouded" during battle, that signals the item has broken. If you continue to use it as is, it will disappear, so repair it immediately. The more you use it, the easier it breaks, so avoid continuous use, and be sure not to miss messages indicating it has broken when using it. Also, cursed items cannot be repaired at all, so use them up until they disappear. Use them as a trump card for critical moments.



However, the Holy Mace has completely rusted.

← To avoid losing valuable items,

breakage

Repair immediately once detected.

Range and Area of Effect

All actions, such as physical attacks, magic, and item usage, have both an effective range and an area of effect. The range and effect area vary depending on the type of weapon or the level of magic, so please refer to the various data accordingly. When giving items to allies, the range is uniformly 1, meaning it can only be done with adjacent units.

かいだん
ちけいこうか
0%
Lyle L28
MP
46/46
0/ 0
Urein Meta
L25
HP
MP
25/25
0/ 0

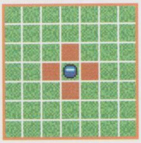
← If the range is long, you can fight safely without worrying about counterattacks.

Range

The range that each action, such as physical attacks and magic, can reach. In the "Attack" command, the equipped weapon determines the range, and for magic, the magic used determines it.

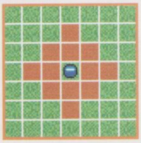
The range changes depending on the type and level of magic. Also, when using consumable items such as "Herb," the range is basically 1 for all.

Range 1 >>> Sword, Axe, etc.



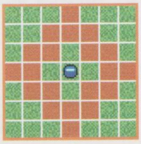
Type that requires adjacency to the target. This includes many weapon attacks, level 1 healing magic, and item usage.

Range 1~2 >>> Spear



Can reach 2 squares ahead, allowing attacks without receiving counterattacks if the enemy is 1 square away. This applies to spears and level 1 offensive magic as well.

Range 2~3 >>> Some arrows



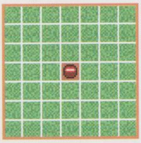
Has a range of up to 3 squares ahead but cannot attack adjacent squares. Mainly, high-power arrows have this range.

Area of Effect

Set for various magic spells and items with special effects, indicating the area affected by the magic. If the area of effect is 2 or more, units within that range are included.

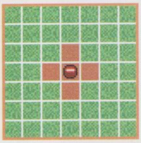
All units within the range are affected. However, to use it, there must be a target unit within that range.

Area of Effect 1



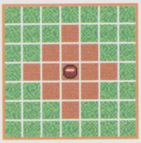
Type that targets only one unit. All low-level offensive, healing, and support magic have an area of effect of 1.

Area of Effect 2



A type that affects up to 5 units including the target. The effect applies equally to units in any position.

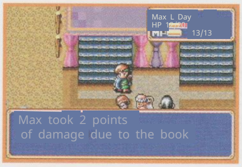
Effect Range 3



This type affects the target and the surrounding 2 squares each, having the widest effect range.

Status Abnormalities

When attacked by enemies or hit by magic, a unit's status may change or suffer a status ailment. Status ailments do not immediately cause incapacitation, but they inevitably reduce the overall strength of the party, so it is important to take preventive measures and respond quickly and appropriately.

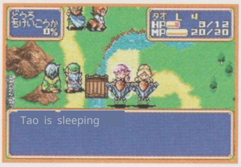


Max took 2 points of damage due to the book

← When the status is abnormal, the true power cannot be demonstrated.

Types and Recovery Methods

There are the following four types of status ailments, and each has different prevention and recovery methods. Poison is particularly troublesome, as the items to prevent it are obtained late, and it does not recover naturally, so caution is needed. All status ailments recover after the battle ends or upon withdrawal.



Tao is sleeping

← In the sleep state, you will keep receiving enemy attacks so it is dangerous.

>>>> List of status abnormalities

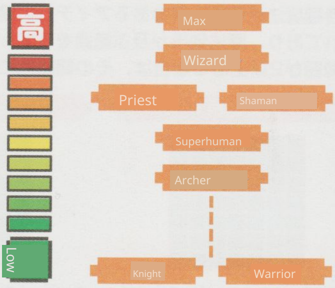
	Contents	Prevention methods	Recovery methods
Sleep	Cannot take any action	Awakening Ring	Random natural recovery each turn
毒	HP decreases by 2 each turn	Cure Ring	Antidote, Antidote
Low hit rate	Attacks with weapons are less likely to hit the enemy	—	Random natural recovery each turn
Curse	Takes damage with each attack	Holy Ring	Can be purified at the church

TOPICS Priority of being targeted by enemies

Even if you advance in the same way, enemy attacks usually concentrate on specific units. This is because enemies have a priority order when deciding their targets, and when multiple allied units are at similar distances, they tend to target the unit with higher priority. Be careful not to let units that are easily targeted stand alone on the front lines.

Poison effect
Giant Bat L 5
MP 0/ 0
タオ L 8
HP 16/16
MP 26/26

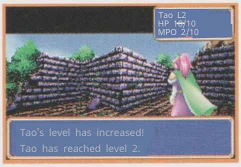
← Be careful, units with low HP or defense are more likely to be targeted.



The enemy's priority tends to be determined by their weakness to physical attacks, except for Max.

Experience Acquisition

During battle, you can gain experience points by performing various actions. When this reaches 100, the unit's level increases by 1. The amount of experience gained is not constant for all actions; it varies depending on the command and situation. Therefore, consider the unit's characteristics and acquire experience efficiently.


Tao L2
HP ~~10~~/10
MPO 2/10

Tao's level has increased!
Tao has reached level 2.

◆Gaining experience points is essential for strengthening units.

Approximate Gained Experience Points and Limits

The maximum experience points obtainable in a single action are 48 points. No matter how much damage is dealt, this cannot be exceeded, and the same applies even if consecutive attacks land or a critical hit occurs. Conversely, if the action fails, almost no experience is gained, such as when a physical attack is evaded or magic is nullified.

If defeated, the experience points gained will be only 1 point. Also, while your level is lower than the enemy's, you can obtain a relatively larger amount, but once you surpass the enemy's level, the experience gained becomes extremely small. To gain more experience points, it is more efficient to challenge opponents of a higher level.

Effective Experience Farming

Even if the amount of damage dealt to the enemy is the same, if you deliver the finishing blow or if your remaining HP is low, you will receive more experience points than usual.

Also, by increasing the number of opportunities for actions in the following ways, it is possible to significantly increase the amount of experience points gained in a single battle.

① Use of the "Move" Card

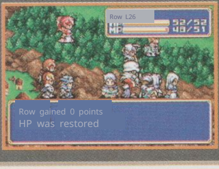
Use the card "Move" that can increase the number of actions a unit can take. If the number of actions per turn increases, the number of actions also increases, resulting in gaining more experience points. This assumes that the corresponding unit has this card, but if they do, you definitely want to use it.

② Use of Counter Rings

Since counterattacks occur during the enemy's action, each time you receive an attack from an enemy and counterattack, you gain experience points. However, note that the ring's effect only applies to units capable of counterattacking.

③ Keep Using Magic and Items

Healing and support magic or items grant at least 10 experience points simply by being used, even if they have no effect. Take advantage of this by using them frequently, even when unnecessary. Since the target is an allied unit, there is no need to expose yourself to dangerous frontlines. In extreme cases, you can earn experience points just by repeatedly casting Heal on yourself in the corner of the map.


Row L26
HP 52/52
MP 48/51

Row gained 0 points
HP was restored

← Even if HP is full, using it grants experience points.

Terrain Effects

Many terrains present on the battle map have various effects on the battle. One of these effects is the movement cost, which influences the movement range of units, and another is the terrain effect, which affects defense. Understanding each of these effects and utilizing the diverse terrains to your advantage will help you conduct battles more favorably.

Amon: When it comes to battles in the sky,
there is no one who can defeat us!

← On maps composed of multiple terrains, choosing the right units is important.

Movement Cost

Normally, the movement range set for each unit and the number of squares they can move are the same, but movement ability may decrease on certain terrains. This restriction on movement set for each terrain is called movement cost, which relates to both the terrain and the unit's movement type. In the table below, a state where the movement ability is directly reflected is set as 1, and it shows how many times the cost increases. If the cost is three times higher, the actual number of squares that can be moved is one-third, so when dealing with high-cost terrain, it is essential to form a party with units that are less affected.

May L17
HP 46/46
MP 0/ 0

← Knights tend to favor mountainous terrain
Almost unusable in the upper levels.

Below
L14
HP 22/22
MP 0/ 0

→ Forest advancement is the exclusive domain of the beastman Zappa. Flying types are also effective.

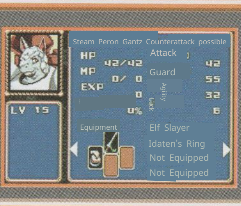
>>>>>> Movement Cost by Type Sniff Sniff Sniff

Movement Type	Plain	Bush	Rubble	Forest	Mountain	Sand	High Mountain	Air	Water	Main Units
Walking	11.25	1.25	1.5	1.5		2	[Cannot Move	Cannot Move	Cannot Move	Warriors, Priests, etc.
Mounted	1	1.5	1.5	2	3	3	Cannot move	Cannot move	Cannot move	Assault Knight, etc.
Beastman	1	1	1	1	1.5	1.5	Cannot move	Cannot move	Cannot move	Werewolf, etc.
Flying	1	1	1	1	1	1	1	1	1	Birdler, etc.
Floating	1	1	1	1	1	1	Cannot move	1	1	Magical creatures, etc.
Tank	1	1	1	1	1	1	Cannot move	Cannot move	Cannot move	Brass Loader, etc.
Water	1	1.25	1.25	1.5	Cannot move	Cannot move	Cannot move	Cannot move	1		Storm Rover, etc.

TOPICS

Cover the cost with increased mobility

To skillfully handle units that have poor compatibility with certain terrains, it is important to increase their mobility itself as a countermeasure. By combining the "Idaten Ring" and the magic "Step," mobility can be increased by up to +6, making movement considerably easier. It is also effective to change the movement type using Zappa's or Barbaroi's card "Effect."

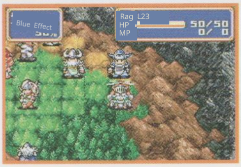


Elf Slayer
Idaten's Ring
Not Equipped
Not Equipped

← When equipped during battle
Movement range is increased
Items are also effective.

Terrain Effects

The damage a unit receives changes depending on the terrain, which is called terrain effects. The higher the terrain effect of the location, the less damage the unit takes. You can think of it as the terrain providing protection, thereby mitigating the opponent's attacks. Generally, places with higher movement costs also have higher terrain effects.


Blue Effect
Rag L23
HP
MP
50/50
0/ 0

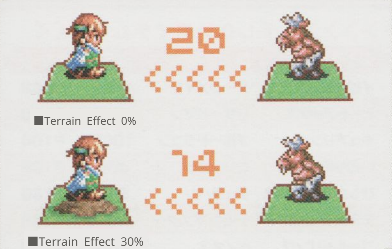
← Difficult to Move and Avoided

Although it is often mountainous terrain, it is ideal for protection.

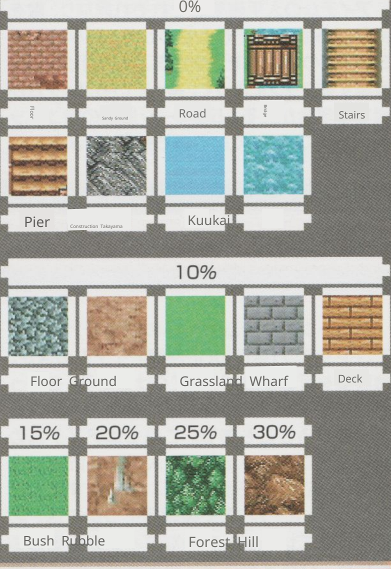
Surprisingly Large Influence

Terrain effects, as shown in the diagram below, represent the percentage by which damage originally received from enemies can be reduced. The effects of each terrain are as listed in the table on the right. It is beneficial when allies are positioned on terrain with high effects, but conversely, if enemy units occupy those locations, it becomes difficult to deal the expected damage, resulting in unexpected struggles. Allies with low defense should wait in areas with high terrain effects, while sturdy units can lure enemies into locations with low terrain effects. It is important to skillfully utilize terrain effects in battle.

>>>> Damage Amount Comparison kukukuku

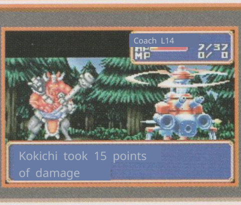

20
■Terrain Effect 0%
14
■Terrain Effect 30%

> > > > > Terrain Effect List gugugugu


0%
Floor
Sandy Ground
Road
Bridge
Stairs
Pier
Construction Takayama
Kuukai
10%
Floor Ground
Grassland Wharf
Deck
15%
20%
25%
30%
Bush Rubble
Forest Hill

TOPICS Advantages and Disadvantages of Flying Units

Flying-type units, including floating types, can move regardless of most terrain and do not incur any movement cost, making them very easy to use. However, in return, they do not benefit from terrain effects. When adding them to your formation, remember that you must be prepared to take 100% damage anywhere.

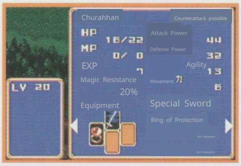

Coach L14
HP
MP
7/37
0/ 0

Kokichi took 15 points of damage

← Because there is no terrain effect, the damage received tends to be higher.

Drop Items

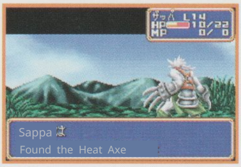
When you defeat an enemy during battle, there is a certain probability that they will drop an item they are carrying. These drop items include both consumables and equipment, and some of them are exceptionally valuable. Check the enemy's possessions on the status screen, and if they have items, actively aim to obtain them.


Churahhan
Counterattack possible
HP 16/22
MP 0/ 0
EXP 7
Magic Resistance 20%
Attack Power 44
Defense Power 32
Agility 13
Movement 6
LV 20
Equipment
Special Sword
Ring of Protection
Not Equipped
Not Equipped

← The items dropped are displayed in the "Equipment" and "Items" sections.

Acquisition Probability

The acquisition probability of items varies; some items are guaranteed upon defeating the enemy, while others have about a 5% chance of dropping. Also, the items carried by the same enemy may differ depending on the map where they appear. Refer to the enemy unit data from page 50 onward for details.


ザッパ L14
HP 10/22
MP 0/ 0

Sappa は
Found the Heat Axe

← Keep challenging repeatedly until you obtain the targeted item.

Types and Uses

Most common drop items are consumables, such as healing items like "Herb." Additionally, enemies that use poison attacks may carry items like "Antidote," tailored to their characteristics. If there is space in the item slot, these can be used immediately after acquisition, so don't hesitate to use them freely. As for equipment, some are normal items sold in shops, while others are extremely rare items that do not appear as clear bonuses or bargains. The items introduced on the right demonstrate high power when equipped or used, so be sure to obtain them if you encounter enemies carrying them.

>>>> Items you want to obtain

Item Name	Enemy that drops it	Probability	Page
Evil Ring	Dark Mage	10%	P062
Heat Axe	Lizardman	30%	P100
Cure Ring	Blue Dragon	100%	P104
Prayer Ring	Mishaela	40%	P126
Special Sword	Dullahan	30%	P136
Demon Rod	Demon Master	30%	P138
Gold Ring	Chaos	20%	P140
Gold Ring	Colossus (Right)	20%	P152
Whirlwind Ring	Colossus (Left)	20%	P152
Barrier Ring	Colossus (Center)	20%	P152

※For information on all dropped items, see pp. 178-181

Ra 127
HP 52/52
MP 0/ 0

Rag is
Found an angel's feather

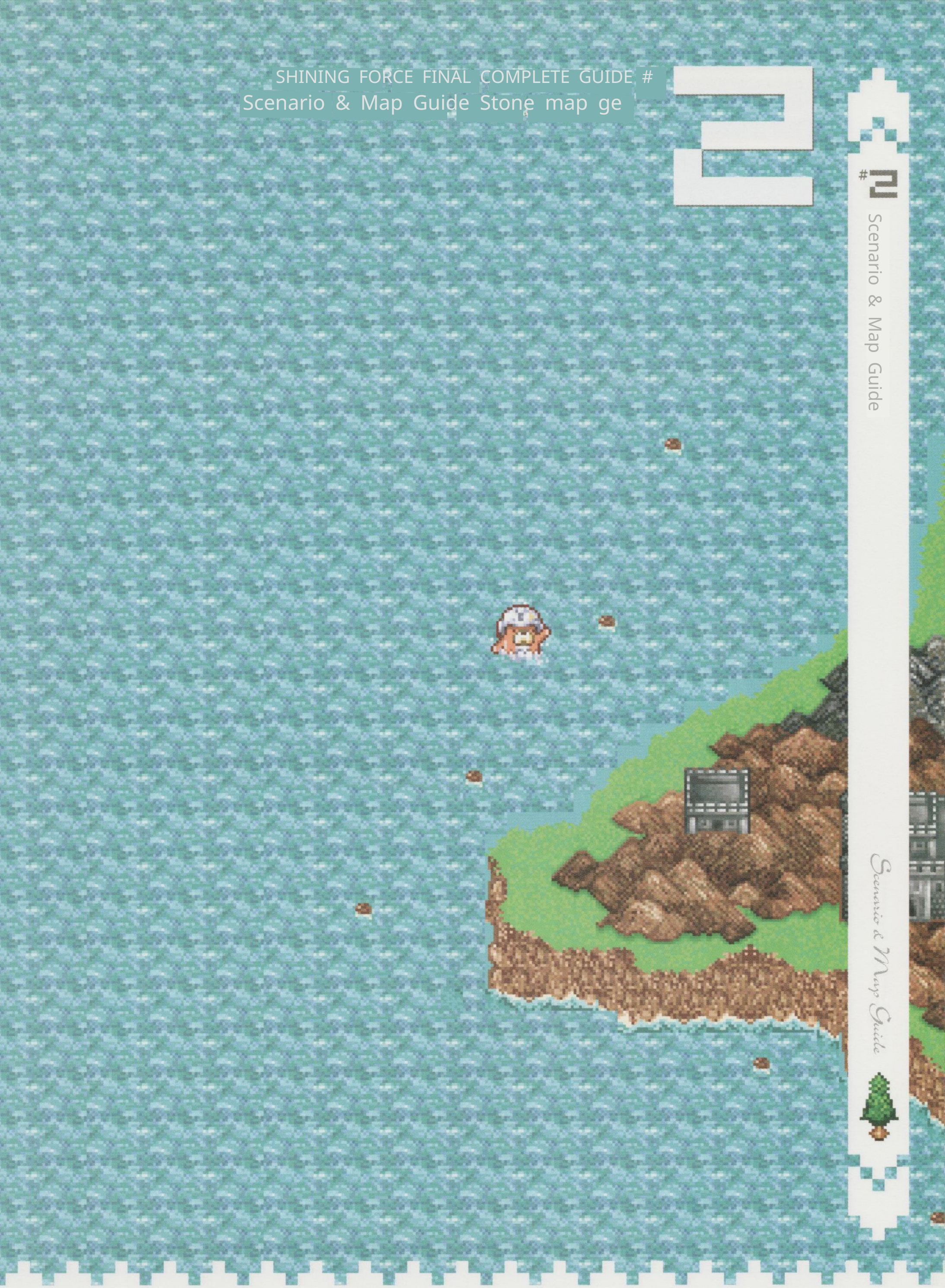
←Most consumable items can be obtained from enemies.

ゆか
ちけいこうか
10%
Max L7
HP 20/20
MP 13/13
Shinbi L??
15
MP 0/ 0

← Rare items

Power when equipped or used

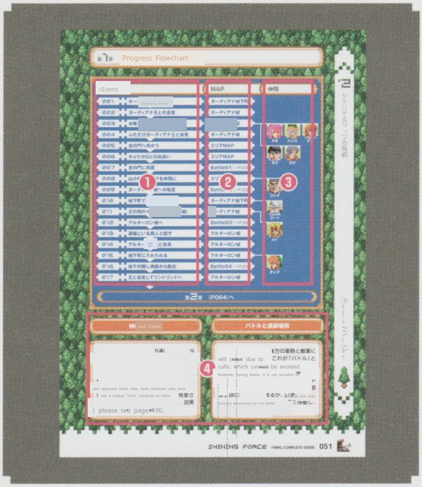
There is nothing to complain about.



How to Read the Scenario & Map Guide Pages

This book divides each of the eight chapters into three parts: "Flowchart Pages," "Town Guide Pages," and "Battle Strategy Pages." Each page is created based on the information within the game, but some parts use unique notations exclusive to this book, such as representing treasure chests and enemy or ally units with letters or numbers, so be sure to understand these well.

How to Read the Flowchart Page



① Event

The flow of essential events in each chapter and the events necessary to add allies. By progressing through the game according to this chart, you can recruit all units and proceed to the next chapter.

❷ MAP

The map where the event occurs. There are three types: area map, town map, and battle map. Events occur when you move to each map or move and talk to specific units. By the way, in the case of battle maps, the battle number and the page number where it is listed are indicated.

❸

The faces and names of units who become allies in that chapter. Events and maps located in the same position indicate the timing and place of recruitment.

It usually happens automatically, but be careful as some units will not join unless you talk to them.

④ Important Event Explanation

An explanation of events considered particularly important in that chapter.

How to read the Town Guide page

① Town Map

Map information of towns and castles available in that chapter. Blue letters marked on the map indicate facilities, red letters indicate characters. Yellow English letters on the map show the locations of treasure chests, which are linked to the treasure chest information in ③. Green English letters represent connections between maps, allowing movement between corresponding maps via stairs or ladders.

② Town Guide

An explanation of the features of the town map and the events that occur there.

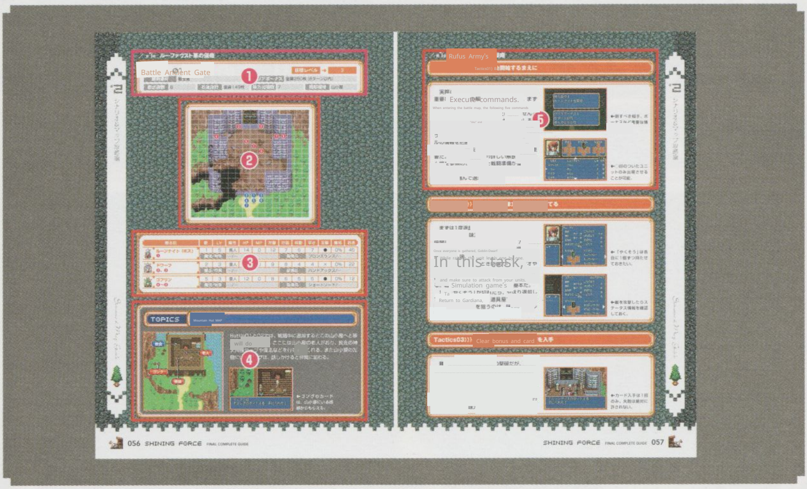
③ Treasure Chest Information

The contents of the treasure chests placed on that town map.

④ Shop Information

Basic information about shops on that town map. There are two types: weapon shops and item shops. For information on bargains, refer to P019.

How to Read the Battle Strategy Page



① Battle Overview

- Battle Number/Battle Name: The sequential number of the battle in this work and the battle name
- Target Level: The target level required to clear the battle. Basically, this assumes the level of the protagonist, Max.
- Victory Conditions: The conditions required to clear the battle.
- Clear Bonus: Items or money obtained when clearing the battle within the specified conditions (turns). The number in parentheses indicates the maximum number of turns within which the clear bonus can be obtained.
- Number of Enemies Appearing: The number of enemies appearing in the battle. If there are reinforcement units, the number displayed is the sum of the initial units and the reinforcement units.
- Total Money: The amount of money obtained when defeating all enemies appearing in the battle (including reinforcement units). For the money obtained from individual enemies, please refer to the enemy appearance data in section 3.
- Number of Allies Deployed: The maximum number of allies that can participate in the battle. Since the maximum is 12, if you have 13 or more allies, you need to organize the party to 12 or fewer.
- Retreat Location: The name of the town map to which you are forcibly moved when retreating using the Return spell or "Angel's Feather".

② Battle Map

Information at the start of the battle. Blue numbers (1) indicate the initial placement of allies, and red numbers (1) indicate the initial placement of enemies. The ally numbers correspond to the order in the formation screen, and the enemy numbers correspond to the enemy appearance data in section 3. Also, the grids (squares) on the map indicate the range where the cursor can move, not the actual range where units can move, so please be careful.

③ Enemy Appearance Data

- Enemy Name: The name and graphic of the enemy, and the number marked on the battle map in section 2.
- Number: The number of units identical to that enemy. Even if the name and graphic are the same, if magic, equipment, level, etc. differ, they are listed separately.
- LV: The level of the enemy.
- Attribute: The attribute to which the enemy belongs. It serves as a reference when using "special weapons" that deal heavy damage to enemies of specific attributes.
- HP: The enemy's maximum HP.
- MP: The enemy's maximum MP.
- Attack: The enemy's attack power. The official notation on the status screen is "こうげき" (Attack).

Defense: The enemy's defense power. The official notation on the status screen is "ぼうぎょ" (Defense).

Movement: The enemy's movement range. The official notation on the status screen is "いどう" (Movement).

- Speed: The enemy's agility. The official notation on the status screen is "すばやさ" (Speed).
- Magic Resistance: The enemy's magic resistance. The official notation on the status screen is "まほうていこう" (Magic Resistance).

Money: The amount of money obtained when defeating the enemy.

Magic/Special: The magic, breath attacks, beams, and other special attacks used by the enemy.

- Equipment: The items equipped by the enemy. Note that these are not drop items. For information on drop items, refer to page 178.

④ TOPICS (Supplementary Information)

Supplementary information related to the battle. This includes cases where the retreat location is special or when items can be obtained from treasure chests during battle, covering information not included in the攻略 (strategy) section 5.

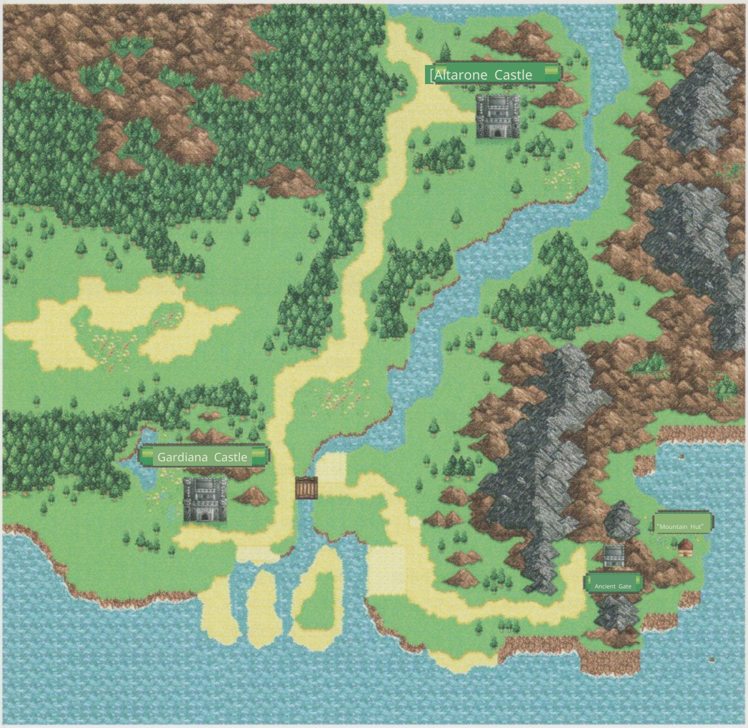
⑤ Tactics (Strategy Information)

Useful strategy information for clearing the battle. For basic combat system details such as unit movement, terrain information, weapon range, and magic effect areas, refer to the battle analysis starting from page 30.

Lucifaust

The great eastern nation Rune Faust has begun to show some suspicious movements. Max, under the orders of King Gardiana, initiates the Ring of the Tongue Gate in response to the invasion by the Rune Faust army.

Area MAP

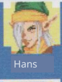


Overall MAP

Area Features

The Gardiana region located in the southwest of the Rune Continent. Here are two large castles, Gardiana Castle and Altarone Castle, and each castle has a castle town formed around it. The southern Gardiana is known as the largest country on the continent that values chivalry, while the northern Altarone is known as a country prosperous in commerce. Also, near the southeastern cape, there is an ancient gate said to have existed since the mythological era.

Chapter 1 Progress Flowchart

Event		MAP	Allies
001	Opening Event	Gardiana Castle Town	
002	Meeting with King Gardiana	Gardiana Castle	
003	The main camp becomes available	Gardiana Castle	 Tao  Hans Ken Rag Row
004	Meeting with King Gardiana again	Gardiana Castle	
005	Heading to the Ancient Gate	Area MAP	
006	Encounter with Kyoka Q	Area MAP	
007	Arrival at the Ancient Gate	Battle01 (→P056)	
00 Day	Recruit Gong at the Mountain Hut	Area MAP	 Gong
009	Return to Guardiana Castle	Battle02 (→P058)	
010	Recruit Goat in the Castle Town	Gardiana Castle Town	 Goat
011	Event in the King's Chamber (Cain Appears)	Gardiana Castle	 メイ
012	To Altaroon Castle	Battle03 (→P060)	
013	Talk to the Merchant in the Tavern	Altaron Castle	
014	Meeting with King Altarone	Altaron Castle	
015	Imprisoned in the dungeon	Altaron Castle	 Chip
016	Escape through the underground secret passage	Battle04 (→P062)	
017	Meet the king and head to Lindrind	Altaron Castle	

↓

To Chapter 2 (P064)

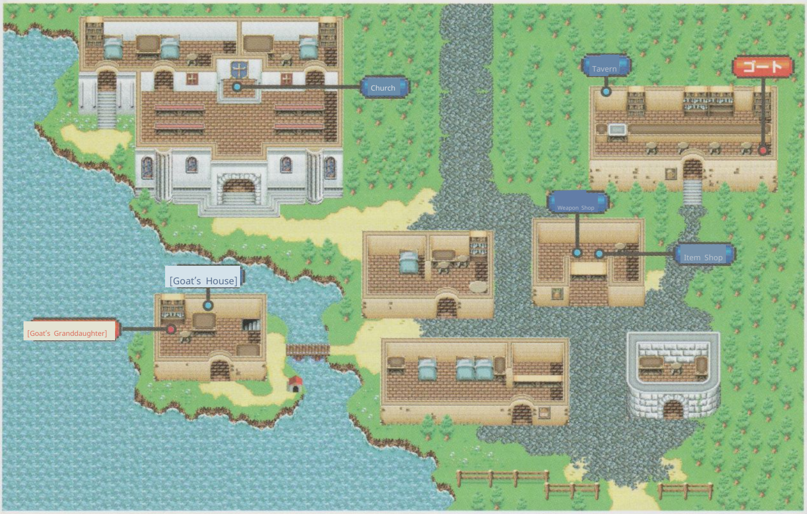
Companions and cards

In Chapter 1, nine characters will join your party as the scenario progresses. Some of them will not join unless you talk to them, so refer to the maps from the next page to familiarize yourself with their locations. Additionally, each character who joins has a unique "card" assigned to them. For the acquisition conditions and effects of each card, please refer to page 194.

Battle and Retreat Locations

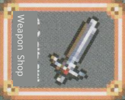
As the scenario advances, battles will occur between your allied forces and enemy troops. These are called "battles," and they cannot be avoided. However, it is possible to retreat during a battle, and you can carry over the experience points and money earned in that battle. There are several retreat methods, but in all cases, if you move to the designated location determined by that battle, you can save your progress there.

Town Guide 07-A Gardiana Castle Town



Gardiana Castle Town

Medicinal Herb	10
Recovery Drink	50
Angel Feather	40
Steel Ring	500



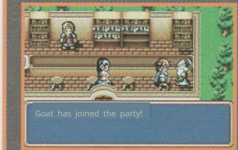
Short Sword	100
Spear	150
Hand Axe	200
Kinotsue	80
Kino-ya	320

※ Weapons are sold at the weapon shop after clearing Battle 02

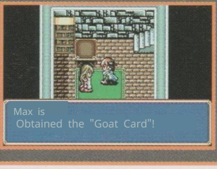
※ The granddaughter of Goat on the town map moves to the basement of Goat's house after the map changes

Map Changes

After completing Battle02 (P058) and returning to the castle, the castle town is burning. The map changes here, but the locations of facilities and the placement of important characters remain the same. Incidentally, after the castle town is burned, you can purchase various weapons at the weapon shop, and you can recruit the warrior Goto at the tavern.

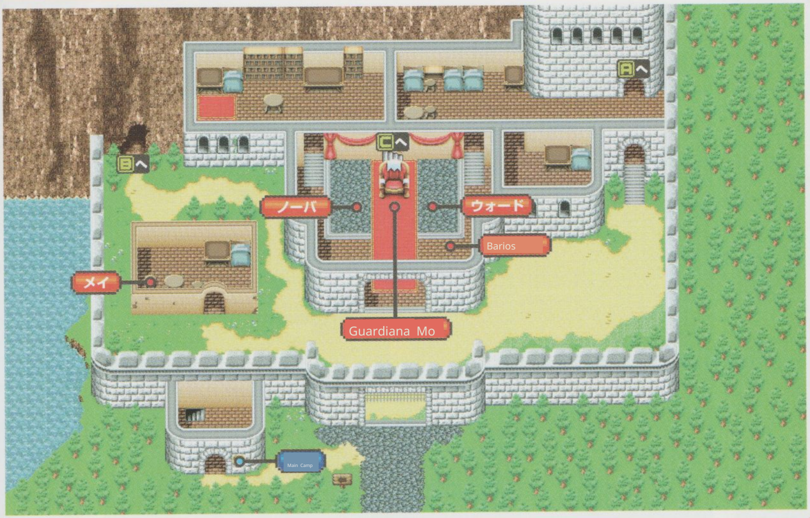

Goat has joined the party!

← Talk to Goat in the tavern to recruit him.

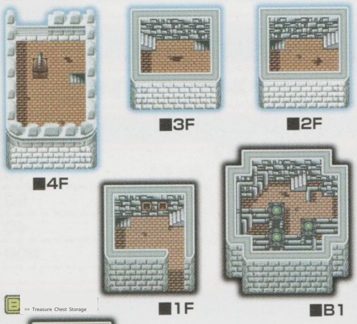

Max is
Obtained the "Goat Card"!

The card can be received only after Cain appears in the castle.

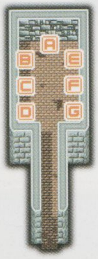
Town Guide 07-B Guardiana Castle



Return>>>> B1~4F



B >> Treasure Chest Storage



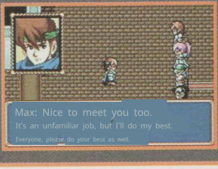
☐ >>> King's Room

■Contents of Treasure Chests (7 items) Day ~ Times

- **A** Empty
- **B** Wine of Strength
- **C** 50 Gold Coins
- Times Antidote Herb
- **E** Milk of Protection
- **F** Angel Feather
- **G** Ring of Awakening

The Main Camp Becomes Usable

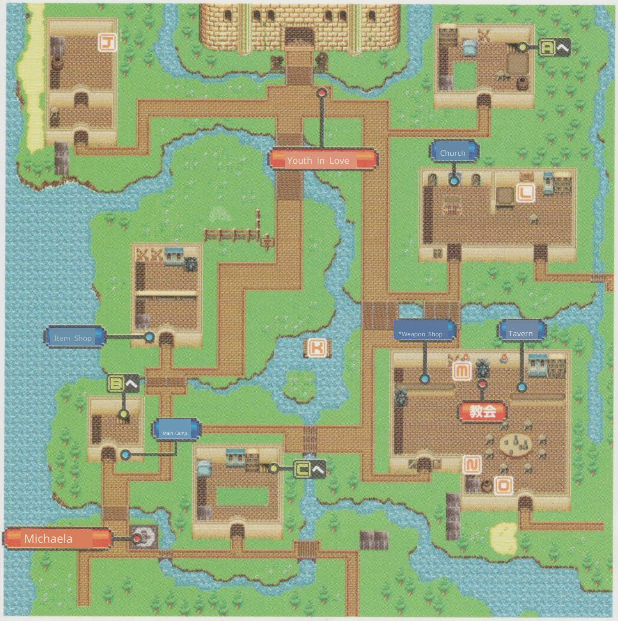
The main camp becomes usable after accepting the ancient gate exploration request from King Gardiana. Until then, entry is not allowed.

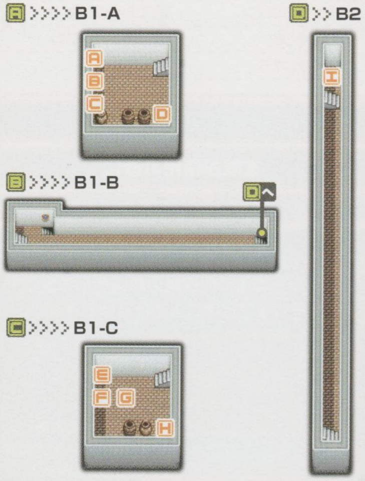


Max: Nice to meet you too.
It's an unfamiliar job, but I'll do my best.
Everyone, please do your best as well.

← When you first enter the main camp, you will immediately gain 5 new allies.

Town Guide 2-A Altarone Castle Town


J
A
Youth in Love
Church
L
Item Shop
K
*Weapon Shop
Tavern
M
教会
B
Main Camp
C
N
O
Michaela


A >>>> B1-A
A
B
C
D
D >> B2
H
B >>>> B1-B
D
C >>>> B1-C
E
F
G
H

Altaron Castle Town

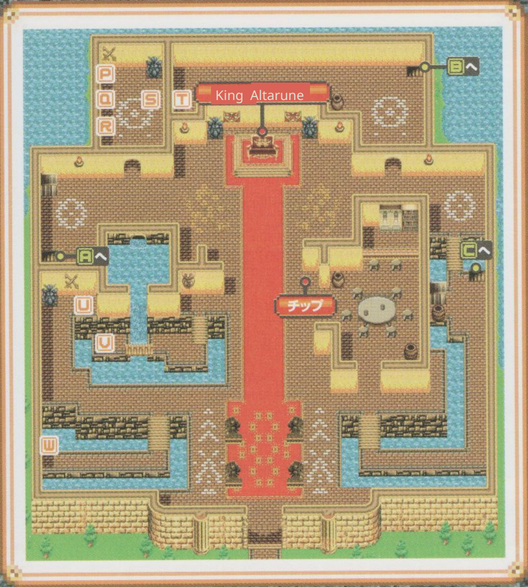
Item Shop

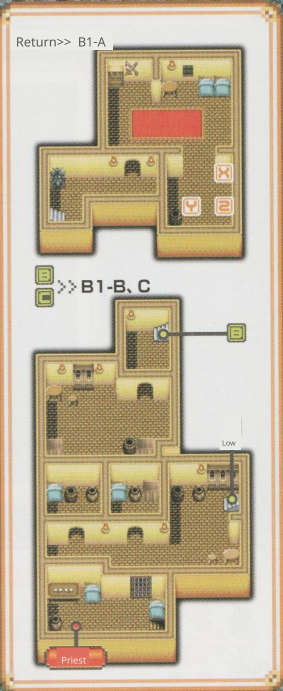
Medicinal Herb	10
Healing Potion	50
Angel's Feather	40
Ring of Evasion	200

"Weapon Shop

Demi-Man Buster	800
Spear	150
Hand Axe	200
Poison Staff	600
Wooden Bow	320

Town Guide 2-B Altarune Castle





■Contents of Treasure Chests (26 items) From ~H

・Altarune Castle Town (15 items)

- A Empty
- B Middle Sword
- C Empty
- Recovery Potion
- E Empty
- F 70 Gold Coins
- G Bronze Lance
- H Empty
- I Recovery Drink
- J Medicinal Herb
- ® Power Wine
- L Medicinal Herb
- M 50 Gold Coins
- N Recovery Drink
- O 50 Gold Coins

・Altarone Castle (11 items)

- P Energy Bread
- ◎Middle Sword
- R Protective Milk
- S 100 Gold Coins
- T Wooden Staff
- U Kino-ya
- V Recovery Potion
- W Empty
- X Empty
- Y Empty
- Z 50 Gold Coins

※In the sandbank where K's treasure chest is located, you can cross by hitting a stylish girl with a cart.

※The treasure chest marked T can be collected after talking with King Altarone, and the treasure chest marked XYZ can be collected after clearing Battle 04.

The Trap of King Altarone

After clearing Battle03 (P060), if you talk to the merchant in the tavern of Altaron Castle Town, you will be able to enter the castle. However, after speaking with King Altarone here, when you enter the room on the above map, an event will occur, and you will be locked in the dungeon. They will be trapped. You can escape from the underground prison, but since you will proceed directly to the next battle, do not enter the room until you are fully prepared.

Chip:……
Please be very careful when you meet the king.

← Chip near the king. She says

What is the thing you want to do?

Battlz Ancient Gate 01

Target Level → 3

Victory Conditions Eliminate All Enemies

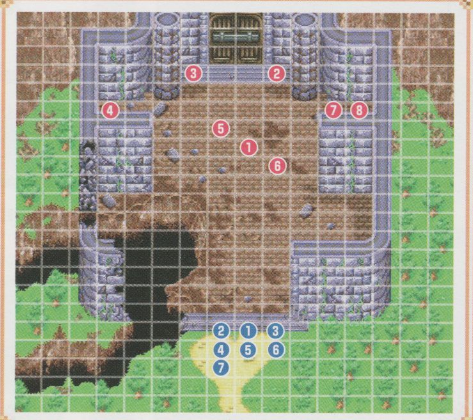
Clear Bonus 250 Gold Coins (Within 8 Turns)

Number of Enemies Appearing 8

Total Money 149 Gold Coins

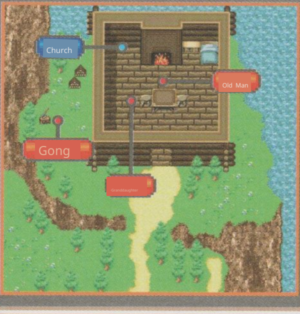
Number of Allied Units 7

Retreat Location Mountain Hut

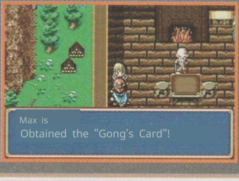


Enemy Name		LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money
Rune Knight (Boss)	1 5		Centaur	14	0	12	7	6	7	●	0%	45
❶	Magic/Special		—				Equipment		Bronze Lance			
Dwarf	2	3	Subhuman	11	0	9	8	4	4	X	0% 22	
❷、❸	Magic/Special		—				Equipment		Hand Axe			
Goblin	5	3	Subhuman	12	0	8	6	5	5	●	0%	12
❹〜❽	Magic/Special		—				Equipment		Short Sword			

TOPICS Mountain Hut MAP



In Battle 01 and 02, if you retreat during combat, you will be moved to this mountain hut. There is an old man in the mountain hut who, like the priest in the church, allows you to save and revive. Also, the Gong on the left side of the mountain hut will join your party if you talk to him.

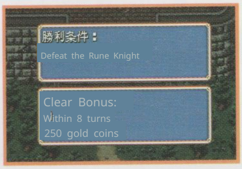

Max is
Obtained the "Gong's Card"!

← Gong's card belongs to the granddaughter who is in the mountain hut

Can be received from daughter.

Tactics 01〉〉〉 Before starting the battle

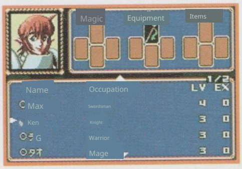
Before entering the actual battle, here we will explain important commands. First, when you enter the battle map, the following five commands will be displayed. Selecting the top command, "Start Battle," will begin the battle. However, before that, you should understand the battle information using commands such as "Formation," "Map Display," and "Victory Conditions." In particular, the conditions listed under "Victory Conditions" for receiving the clear bonus are important. For detailed explanations of each command, please refer to the System section. Also, if you are not ready for battle, select the bottom command "Retreat from Battle" to withdraw.



勝利条件：
Defeat the Rune Knight

Clear Bonus:
Within 8 turns
250 gold coins

← Opponents to defeat, bonuses, and other important information can be seen.

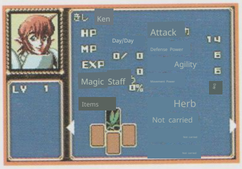

Magic
Equipment
Items
1/2
Name
Occupation
LV
EX
Max
Swordsman
4
0
Ken
Knight
3
0
G
Warrior
3
0
タオ
Mage
3
0

← Units marked with a circle Only allow participation of units is possible.

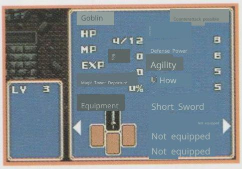
Tactics 02〉〉〉 Patiently train your allied units

First, retreat once and recruit Gong at the mountain hut as an ally. Since all allied units are weak, it's better to have as many allies as possible. Once all seven members are gathered, defeat enemies in the order of Goblins → Dwarfs while gradually leveling up your allied units one by one. At this time, units with low defense like Tao and Hans should be careful to avoid attacks by staying behind other allied units. This is the basic principle of this game.

Also, when you run out of "Medicinal Herbs," it's best to retreat and return to Gardiana to purchase more at the item shop. Aim to clear the stage once your allies' average level reaches around 3.


Ken
HP
MP
EXP
Day/Day
0/ 0
0
Magic Staff
0%
Attack
14
Defense Power
6
Agility
6
Movement Power
LV 1
Items
Herb
Not carried
Not carried
Not carried

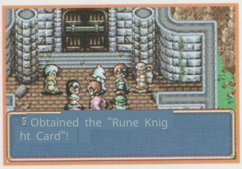
← It's best to have each unit carry one "Herb."


Goblin
Counterattack possible
HP
4/12
MP
0
EXP
0
Magic Tower Departure
0%
8
Defense Power
6
Agility
5
How
5
LV 3
Equipment
Short Sword
Not equipped
Not equipped
Not equipped

← After attacking the enemy, check the Status information in advance.

Tactics03〉〉〉 Obtain clear bonus and cards

The victory condition is to defeat the Rune Knight, but you also want to clear it within 8 turns to receive the bonus. Additionally, if you defeat the Rune Knight with Max, you will obtain the "Rune Knight Card," so keep this in mind during battle. Be cautious of the Rune Knight's behavior pattern: if you approach within 3 squares, it will attack your allied units.



Obtained the "Rune Knight Card"!

←The chance to obtain the card is only once. Failure is not allowed.

Battle 2 Return to Gardiana

Target Level → 4

Victory Conditions: Defeat all enemies or reach Gardiana Castle

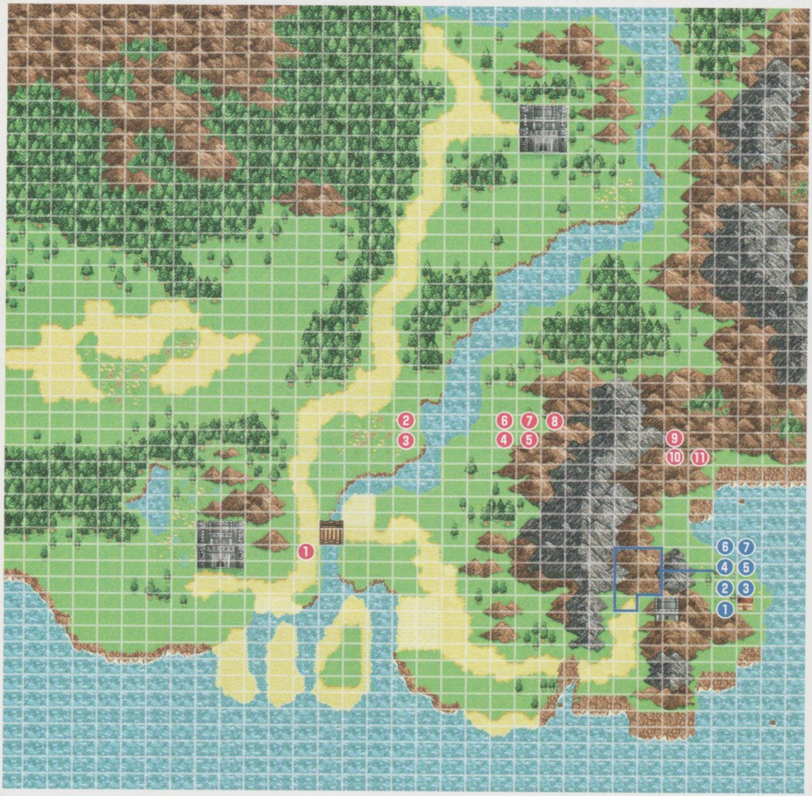
Clear Bonus: Demiman Buster (within 12 turns)

Number of Enemies Appearing: 11

Total Money: 237 Gold Coins

Number of Allied Units: 7

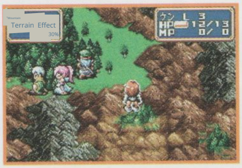
Retreat Location: Mountain Hut



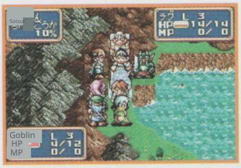
Name	Number	LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money	Magic / Special	Equipment
Dwarf ❶	1	4	Subhuman	12	0	14	8	4	5	×	0%	25	—	Middle Axe
Rune Knight ❷、❸	2	5	Beastman	14	0	12	7	6	7	●	0%	45	—	Bronze Lance
Dwarf ❹、❺	2	4	Subhuman	12	0	10	8	4	5	●	0%	25	—	Hand Axe
Goblin 6~1	6	3	Subhuman	12	0	8	6	5	5	●	0%	12	—	Short Sword

Tactics 01〉〉 Advance Considering Movement Costs

Here, since you must move through mountains and forests, you need to carefully consider the terrain and movement costs when advancing. Especially Knight Ken tends to have high movement costs. If he hinders the progress of other units, it might be better to boldly remove him from the active members. Also, pay attention to the initial placement of allies. As you can see from the map on the previous page, allies are arranged in two vertical columns, but units like Max and Lag, who are active on the front lines, end up placed in the rear. Spend the first and second turns adjusting the positions of your allied units, moving these units to the front line and pulling Tao and Hans back.



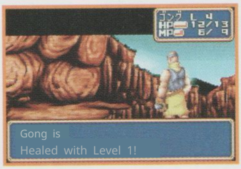
← In Ken's case, the movement cost in mountainous terrain is 3.



← When advancing, place units with high defense at the front line.

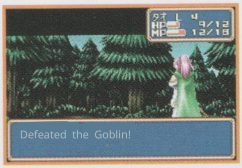
Tactics02〉〉 Divide the troops into two groups

To obtain the clear bonus "Demi Man Buster," you need to clear within 12 turns. It may seem like a fairly easy condition, but since the map is large and movement costs are high, you actually don't have much leeway. Therefore, to fight more efficiently, it is recommended to divide the troops into two groups and advance. Instead of defeating all enemies in front of you, it's okay to leave 1 or 2 enemies, so prioritize advancing toward the Guardian direction as much as possible. The leading group will likely be Max, Lag, and Gong, while the rear group will be Tao, Hans, and Low. Don't forget to include healers in both groups.



Gong is
Healed with Level 1!

← Gong, who has high defense, is the best choice for the frontline healer.

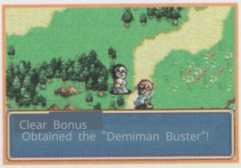


Defeated the Goblin!

← The rear guard should finish off the remaining enemies and then advance.

Tactics 03〉〉 If it comes down to it, force your way into the castle

The clear conditions are to annihilate all enemies or reach Gardiana. You can repeatedly fight to train your allies and achieve total enemy defeat, but forcing your way into the castle is also an option. Two companions will join before the next battle, so it's best to gather experience points after they join. Which strategy to choose is a matter of player preference.



Clear Bonus
Obtained the "Demiman Buster"!

← In any case, make sure to at least obtain the clear bonus.

Battle 2 The Road to Altaron

Target Level → 5

Victory Conditions: Eliminate all enemies or reach Altaron Castl

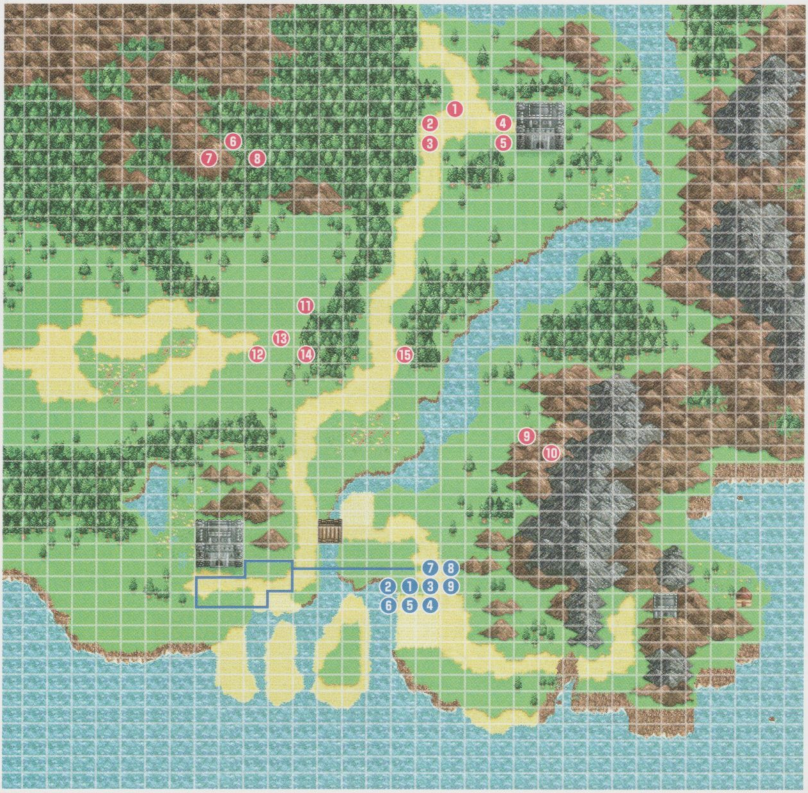
Clear Bonus: 400 gold coins (within 10 turns)

e Number of enemies appearing:

Total money: 500 gold coins Total money: 500 gold coins

味方 Number of participants: 9

Retreat location: Gardiana



Enemy Name	Number	LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money
Rune Knight ❶〜❺	5	5	Centaur	14	0	12	7	6	7	●	0%	45
	Magic/Special	—					Equipment	Bronze Lance				
Giant Bat ❻〜❿	5	5	Flying	14	0	9	6	7	9	●	0%	30
	Magic / Special	—					Equipment	—				
Dwarf ⓫〜⓯	5	4	Subhuman	12	0	10	8	4	5	×	0%	25
	Magic / Special	—					Equipment	Hand Axe				

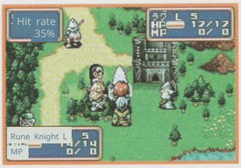
Tactics01 〉〉 Fight while training new allies

The battle map itself is the same as last time, but this time we will advance from south to north. Since the terrain has little effect on the advance, horse units can move safely. However, when advancing, it is important to use flat land, and when attacking enemies, to choose forests or bushes, so skillfully utilizing terrain effects is crucial. Also, starting from this battle, the knight May and the warrior Goat join, and the number of allied units on the field is now 9. Their initial level is 2, so prioritizing leveling them up first is essential. In subsequent battles, if you want to focus on leveling up specific units, it might be a good idea to deliberately reduce the number of participating members.

メイ L 2
HP 11/11
MP 0/ 0

May gained 30 experience points

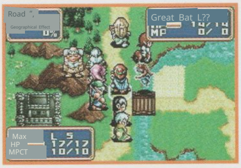
← Let's try to level up May and Goat as quickly as possible.



← Considering enemy counterattacks, attack from forests or bushes.

Tactics 02〉〉 Use a decoy to counter the giant bat

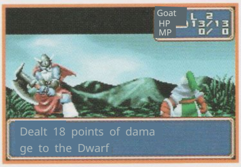
The Great Bat that appears from this battle sometimes puts allies to "Sleep" status when attacking. To prevent this, the "Awakening Ring (P053)" found in the treasure vault of Guardian Castle is useful. Equip this on Max and use him as a decoy. Max is the highest priority target for enemies, making him an ideal decoy. Of course, don't forget to assign a healer. Also, since the Great Bat has a high evasion rate, make sure to hit it with magic or bows.



◆ Place the units you want to attack near the decoy.

Tactics03〉〉 Fight while considering the enemy's traits

The countermeasure against the Great Bat is as mentioned earlier, but when fighting Dwarves, the "Demi-Man Buster" obtained from the previous clear bonus is effective. This sword has a special effect on "Subhuman" enemies like Dwarves and Goblins, dealing nearly double the normal damage. If you equip this weapon on Goat, who just joined, you can earn experience points more efficiently. Always consider the enemy's traits and choose attack methods and tactics accordingly.



Dealt 18 points of damage to the Dwarf

← Even a low-level Goat can deal great damage.

Battle 04 Altarone

Target Level → 6

Victory Condition: "Annihilate all enemies"

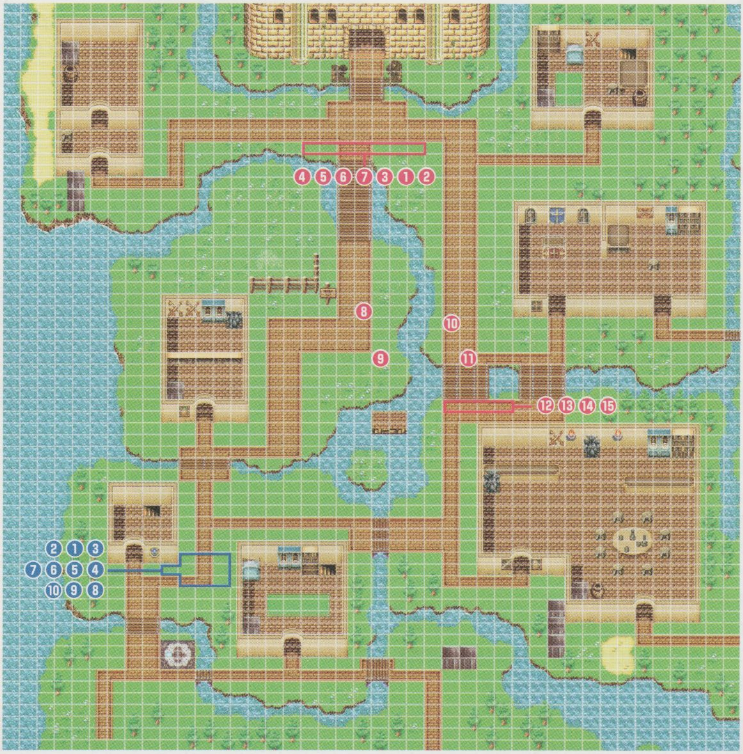
Clear Bonus: Inazuma (within 12 turns)

Number of enemies appearing: 15

Total money: 526 gold coins

Number of allied units deployed: 10

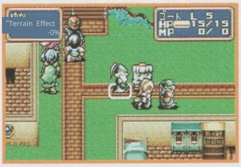
Retreat location: Dungeon



Enemy Name		LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money
Dark Mage (Boss) ❶	1	5	Human	9	16	18	6	5	9	×	50%	46
	Magic/Special		Blaze LV2				Equipment		Wooden Staff / Evil Ring			
Sniper ❷、❸	2	6	Human	13	0	13	5	6	7	×	0%	40
	Magic/Special		—				Equipment		Kino-ya			
Rune Knight 0~1	4	5	Beastman	14	0	12	7	6	7	●	0%	45
	Magic / Special		—				Equipment		Bronze Lance			
Great Bat 8~1	4	5	Flying	14	0	9	6	7	9	×	0%	30
	Magic/Special		—				Equipment		—			
Dwarf ⓬～⓯	4	4	Subhuman	12	0	10	8	4	5	×	0%	25
	Magic / Special		—				Equipment		Hand Axe			

Tactics 01〉〉〉 Fight according to Nova's advice

The entire town area of Altarone Castle serves as the battle map, with enemies positioned over a very wide range. Furthermore, the enemies are divided left and right by waterways, so it is easier to fight if you split your allied forces into two groups, as Nova advised. Assign the first army units, including Max, to the group advancing north from the initial deployment, and assign the second army units to the group advancing east. However, make sure to include healers in both groups. The cleric Chip, who joins from this map, should accompany Max's unit, and it's good to take opportunities to gain experience. Heal injured units while gradually leveling them up.



← The group advancing east is sufficient with four people, including a healer.

チップ L 7
HP 15/15
MP 16/25

Dealt B-point damage to the Dark Mage

← If you level up, Chip can fight fairly well.

Tactics 02〉〉〉 Use Max to lure the Giant Bats

The troublesome enemies are the Giant Bats that jump over the waterways to approach. If you are put to sleep, you won't be able to make tactical plans. As before, equip Max with the "Awakening Ring" and use him as bait. If you approach the Giant Bats at point ⑨, you can lure out all four of them.

Tao L 7
HP 15/15
MP 22/24

Dealt B-point damage to the Giant Bat

← Draw attention with Max, then quickly defeat with other units.

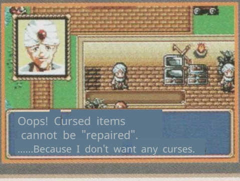
TOPICS

Farming experience points and obtaining drop items

In this battle, which is the final fight of Chapter 1, you want to raise your allies' levels sufficiently. The goal is to get everyone to level 6. However, Chip, who joins this time, starts at only level 2. To raise him to level 6, you will likely need to fight repeatedly many times. To keep farming experience without getting bored, it's better to have some kind of objective. Therefore, the recommended goal is to obtain rare drop items. Most enemies have specific drop items (see p.178), and the Dark Mage appearing in this battle drops the valuable "Evil Ring." The drop rate is 10%. It's quite a tough rate, but if you try hard, it's not impossible to get it. Using it grants the effect of "Spark LV4," so try to collect as many as possible.

Rune Knight L5
MP 0/ 0

← The effect when used is absolute. For when it really counts I want to use it.



Oops! Cursed items cannot be "repaired". ......Because I don't want any curses.

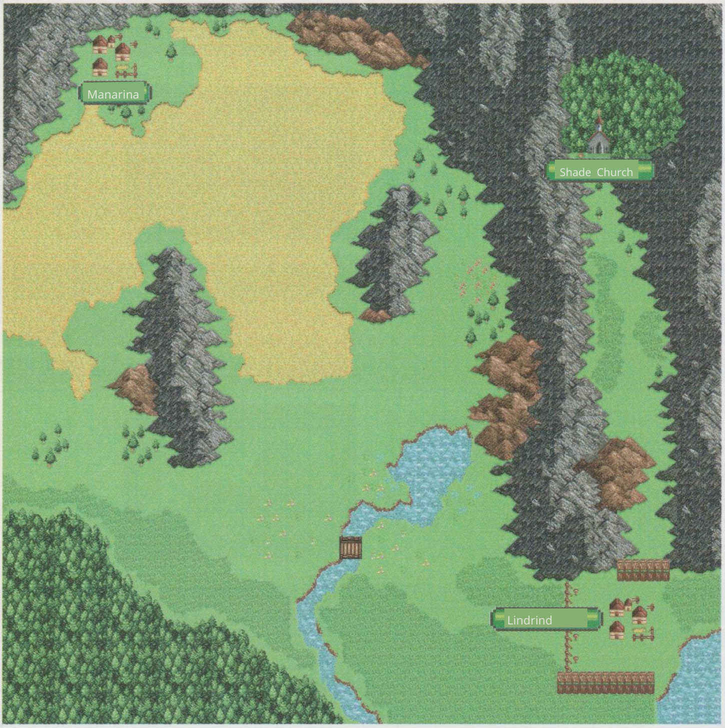
← A cursed item Therefore, it cannot be repaired.

Chapter 2章

Guided by the Spirit

Max heads to Lindrind in pursuit of the Rune Faust army. Meanwhile, Princess Nasha's adventure also begins in Rune Faust.

Area MAP



全体MAP

Area Features

In the northern part of Gardiana, there are two city-states. Southeast Lindrind is a nation of merchants who make their living through trade, connected by sea routes to cities across the Rune continent. On the other hand, northwest Manarina is a country where magical research flourishes, a land admired by magicians. Also, in the northern part of Lindrind, there is the Shade Church, which has a deep connection with Gardiana.

Chapter 2 Progress Flowchart

Event		MAP	Allies
Nasha Chapter			
Day 01	Battle in the Desert	**Battle05** (→P070)	Naasha Zuika
Master Company			
019	Meeting with the Chairman in Lindrind	Lindrind	
020	To Manarina	**Battle06** (→P072)	
021	Meeting with Henri and Otranto	Manarina	Anri
022	Obtained "Domingo Egg"	Manarina	
023	To the Underground of Manarina	**Battle07** (→P074)	
024	Memory Spring Event 1	Manarina	
025	Recruit Arthur in Town	Manarina	Arthur
026	Dark Sol Appears at the Top of the Tower	Ancient Tower	
027	Listen to the chairman's request (search for the grandson)	Lindrind	
028	Enter the tent	**Battle08** (→P076)	
029	Meet with the chairman (obtain the ship)	Lindrind	
Of the heart	An event occurs when boarding the ship	Lindrind	
031	Meet with the chairman again (the northern passage opens)	Lindrind	
032	Talk to the priest	Shade Church	
033	Enter the north side of the Shade Church	**Battle09** (→P078)	
034	To Bastok	Shade Church	Barbaroi Amon

↓

To Chapter 3 (P080)

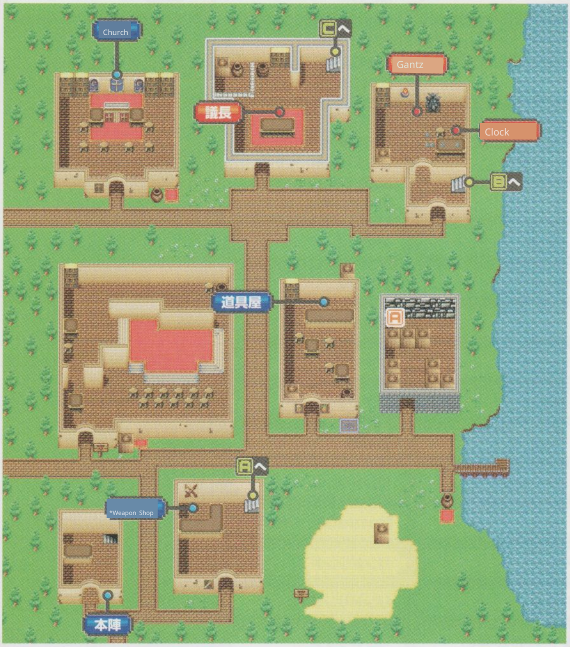
The Other Protagonist

Nascha, daughter of Ramradu, the Emperor of Rune Faust. Her scenario, as the other protagonist, begins from this chapter. Since her adventure fleeing her homeland Rune Faust does not allow retreat or saving, it is significantly more difficult than Max's story.

Memory Spring Event

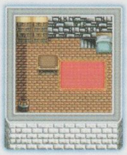
Max, who does not know who he really is, is swallowed by the great current of events. The only way to learn about his past is through a series of Memory Spring events. You will continue to hear stories from the spirits of the springs in various places ahead, so be sure to remember the content well.

Town Guide 07 Lindrind

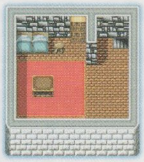


Return>>>> 2F-A

B>>>> 2F-B



C>>>> 2F-C



Conversation with the Townspeople

The people of Lindrind seem to value their own interests above all else. This is evident from conversations with the chairman and the plays at the theater. However, their feelings gradually change due to the actions of Max and his group. When you first visit the town, before the circus is established, and afterward, listen to all the conversations that reflect these changes.

■ Lindrind

Item Shop

Medicinal Herb	10
Recovery Drink	50
Antidote Herb	20
Angel Feather	40
Magic Ring	1000

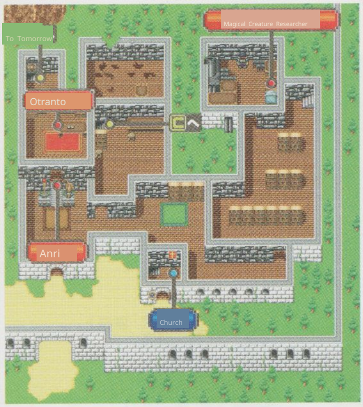
"Weapon Shop

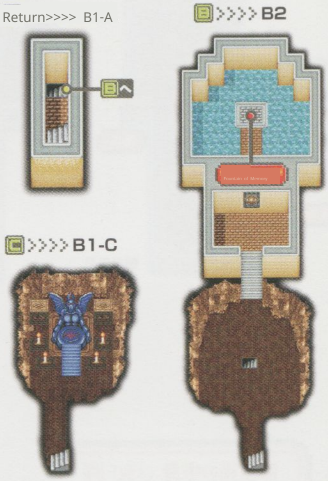
Middle Sword	250
Spear	150
Bronze Lance	300
Hand Axe	200
Power Stick	500
Kino-ya	320

■ Contents of the Treasure Chest (1 item) A

A Ring of Gale

Town Guide 02-A Manarina (1F~B2)



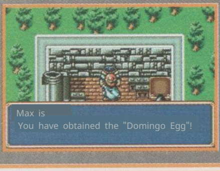


Encounter with Henri

Arriving at Manarina and proceeding straight ahead triggers an event where you meet Henri. As often heard in Gardiana, Henri is a princess studying magic in Manarina. Max meets her and informs her of the king's death. Henri cannot accept the truth at first. However, she soon regains herself and joins Max and his companions.

Famous Magicians

There are many famous magicians here, but you absolutely want to talk to the magical creature researcher on the 1st floor. After talking to her (?) twice, you can obtain the "Domingo Egg."



Max is
You have obtained the "Domingo Egg"!

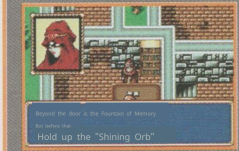
← Talk to the researcher twice

After talking, examine the nearby machine.

Examine the nearby machine.

Otoranto's Trial

Otoranto, the great sage of Manarina, is well-versed in the myths of ancient times and gives Max a trial. The task is to retrieve the "Shining Orb" from the dark cave beneath Manarina. By the way, battles occur inside the dark cave, but before that, you should definitely return to Lindrind at least once.

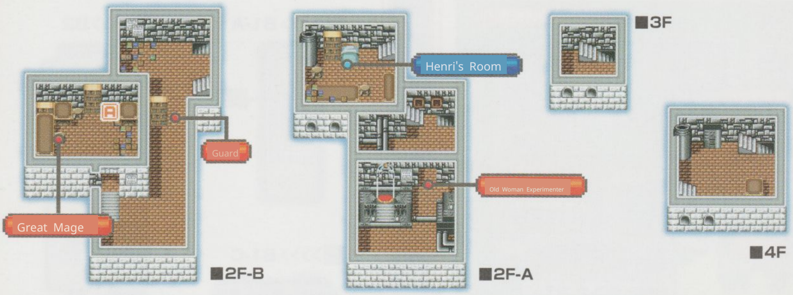


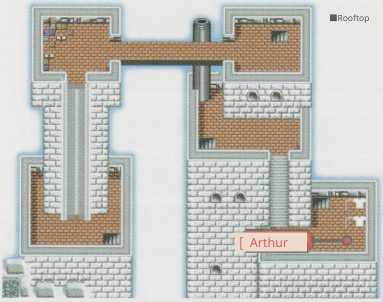
Beyond the door is the Fountain of Memory
But before that
Hold up the "Shining Orb"

← The "Shining Orb" is also necessary to go to the Fountain of Memory.

← When you return to Lindrind, yogurt will appear.

Town Guide 2-E Manarina 2 (2F~Rooftop)



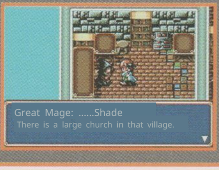


■Contents of the treasure chest (1 item) times

A Tao's Card

Great Mage's Room

The "Great Mage's Room" located in 2F-B cannot be entered under normal circumstances. You will be turned away by the guard standing in front of the room. To enter this room, you first need to go up to 2F-A and listen to the wish of the "Old Experiment Lady" in the room immediately ahead, then transform into a chicken. In this state, if you talk to the guard, you will be allowed to enter. By the way, the treasure chest in this room contains "Tao's Card."

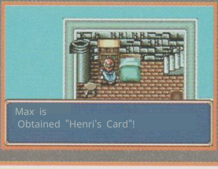


Great Mage: ......Shade
There is a large church in that village.

← From her, you can also hear stories about the Shade Church.

Arthur and Henri's Room

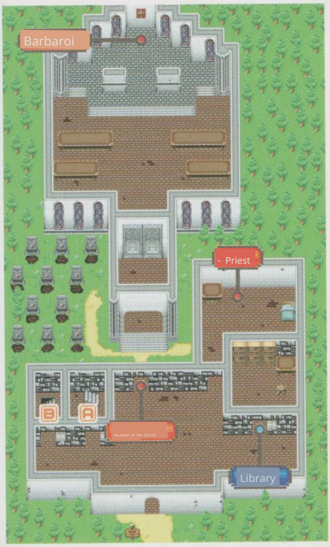
Manarina has various people besides the famous mages, but "Arthur," who is on the rooftop, is also an important character. When you first visit, he only talks without enthusiasm, but after completing the Otranto trial and hearing the story of the spring spirit, if you talk to him again, he will join your party. Also, be sure to check Henri's room, which is opposite the Old Experiment Lady's room. If you examine the bookshelf in her room, you can obtain an important item.

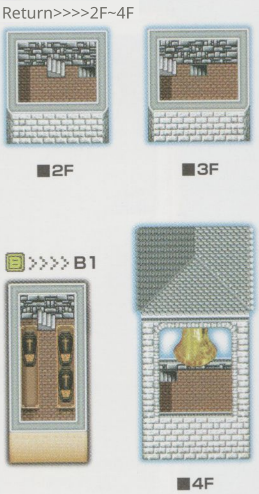


Max is
Obtained "Henri's Card"!

← If you have the card, it becomes easier to train that unit.

Town Guide 03 Shade Church



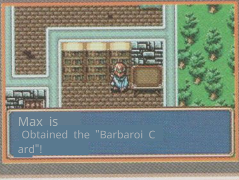


TOPICS Before Starting Chapter 2

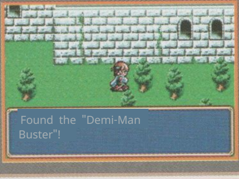
■ Collecting Companion Cards

Cards are an important element in this game, but in Chapter 2, the methods of obtaining them become more complicated than in Chapter 1. The "Tao Card," which can be obtained from the treasure chest in the room of the great mage Manarina, and the "Anri Card" found on the bookshelf in Anri's room are relatively easier to get. However, some cards, like the "Barbaroi Card" located on the bookshelf in the library of the Shade Church, can be found in places that are hard to imagine. Detailed acquisition methods are explained on page 190, so be sure to carefully read how to obtain each card before starting Chapter 2.

■ About Hidden Items Besides cards, it is also possible to obtain "hidden items" by investigating specific locations during the game. For detailed information, please refer to page 202, but here we will introduce the hidden items in Chapter 2. Hidden items appear in Manarina, the sacred place of the mages. If you go outside the castle walls of this country and examine the rightmost tree facing right, you can obtain the "Demi-Man Buster." Once you arrive in Manarina, be sure to get it right away. In the future, whenever you enter a new chapter, check the information about hidden items in advance.


Max is
Obtained the "Barbaroi Card"!

← The card can be found on the bookshelf at the far right.


Found the "Demi-Man Buster"!

← To think an item is hidden in a place like this...

Battle 05 Desert Battle (Nasha Chapter)

Target Level → 5

Victory Conditions: Defeat the Dark Mage

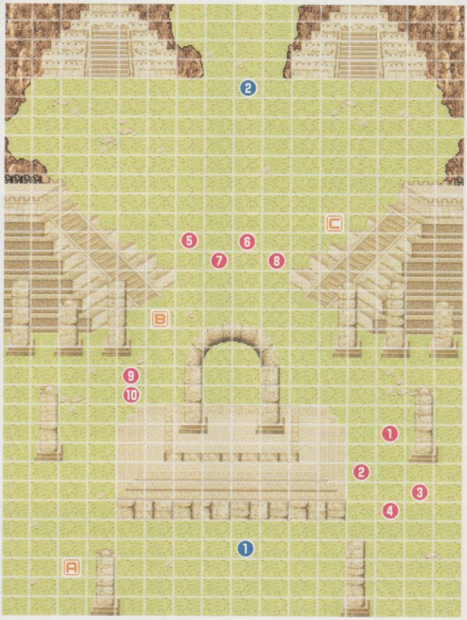
No Clear Bonus

Number of Enemies Appearing: 10

Total Money: 226 Gold Coins

Number of Allied Units Deployed: 2

Retreat Location: Retreat Not Allowed

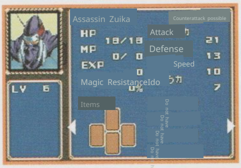


*The Zuika from 2 appears at the start of turn 3

Enemy Name	Number	LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counter	Magic Resistance	Money
Dark Mage (Boss) ❶	1	5	Human	9	16	10	6	5	9	×	50%	46
	Magic/Special		Blaze LV2				Equipment		Kinotsue			
G Scorpion ②, ③	2	5	Human	10	0	11	12	4	5	×	0%	40
	Magic/Special		—				Equipment		—			
G Spider ❹〜❻	3	4	Human	7	0	9	8	5	3	×	0%	20
	Magic / Special		—				Equipment		—			
G Rat ❼〜❿	4	3	Human	8	0	7	7	4	6	×	0%	10
	Magic / Special		—				Equipment		—			

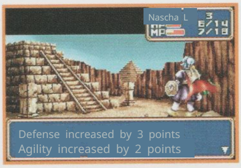
Tactics 01〉〉〉 Prioritize training Nasha

After Chapter 1 ends, the battle shifts directly to Nasha's story. Nasha's story features an extremely small number of participants (2 to 3 people), and since retreating from battle or saving at the church is not possible, it is much more difficult compared to Max's story. However, if you don't train Nasha and Zuika here, you will face difficulties later on. In particular, in this battle, you should prioritize training Nasha, who starts at level 1, over Zuika, who appears on the 3rd turn. To enable her to fight alone, first cast the "Attack" spell on Nasha herself on the 1st turn to increase her attack power. The target level for Nasha at the time of clearing is around 4 to 5.



◆ High initial level

Zuika focuses entirely on a support role.

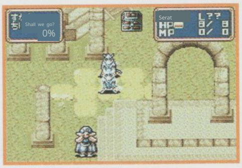


Defense increased by 3 points
Agility increased by 2 points

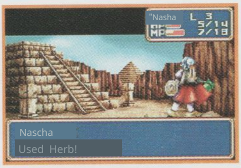
← When leveling up, your parameters increase rapidly.

Tactics 02〉〉〉 Consider the order of defeating enemies

After casting the Attack spell, next consider the order of defeating enemies. Move clockwise around the map while defeating G-Rat 7 ~ ⑩ → G-Spider ⑤ 5, 6 (reverse) → G-Spider 4 G-Scorpion ②, ③ → Dark Mage 1 in that order. If Nascha has cast Attack, she can defeat all enemies in one hit. However, be careful about the distance to enemies here. It is dangerous to be attacked by multiple enemies at the same time, so always measure the enemies' movement range and decide the attack position accordingly. Pay special attention to the area on the map where there are four enemies. If it becomes dangerous, do not push yourself and use the "Herb" found in the treasure chest.



← In areas with multiple enemies, always check the movement range.

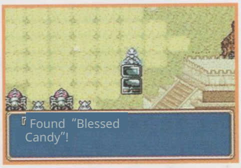


Nascha
Used Herb!

← There is no turn limit, so take your time to prepare.

Tactics03〉〉〉 You can clear even if Nasha is defeated, but...

In Nasha's chapter, the scenario is cleared and you proceed to the next scenario even if Nasha becomes incapacitated. Such an approach might be considered in subsequent playthroughs, but if you want to collect all the cards on your first playthrough, you should endure and focus on training here. By the way, the contents of the treasure chests on the map are "Medicinal Herbs" for the first and second times, and "Blessed Candy" for the □ chest.



「Found "Blessed Candy"!

← "Blessed Candy" is valuable, so you want to keep it.

Battle 06 The Road to Manarina

Target Level → 7

Victory Conditions: Eliminate all enemies or reach Manarina

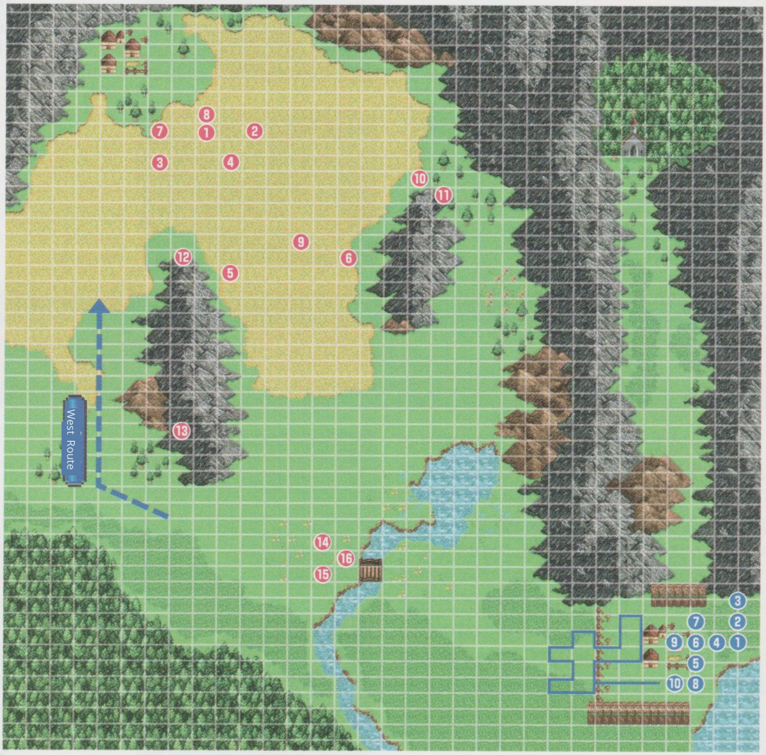
Clear bonus: Doll Hater (within 18 turns)

Number of enemies appearing: 16

Total money: 693 gold coins

Number of allies deployed: 10

退却場所 Lindrind

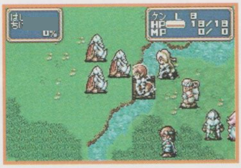


Enemy Name	Number	LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money
Zombie ①~④	4	7	Undead	15	0	16	13	4	7	×	0%	70
	Magic/Special		—				Equipment		—			
Sniper ⑤、⑥	2	6	Human	13	0	13	5	6	7	×	0%	40
	Magic / Special		—				Equipment		Kino-ya			
Dark Mage 1~0	3	5	Human	9	16	10	6	5	9	×	50%	46
	Magic / Special		Blaze LV2				Equipment		Kinotsue			
Giant Bat 10-13	4	5	Flying	14	0	9	6	7	9	×	0%	30
	Magic / Special		—				Equipment		—			
Dwarf ⑭~⑯	3	4	Subhuman	12	0	10	8	4	5	×	0%	25
	Magic/Special		—				Equipment		Hand Axe			

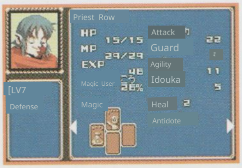
Tactics01〉〉〉 Develop Allies in a Balanced Way

The battle from Lindrind to Manarina. Since the Chapter 2 area map is used as the battle map, the fight takes place on a fairly large field. Cavalry units and infantry units tend to have mismatched movement speeds, so first gather your allies just before the bridge at the lower center of the map, and be careful to prevent specific units from becoming isolated.

Also, if there is a variation in the levels of allied units at the end of Chapter 1, it is advisable to average the levels of all members in this battle. Max's target level is 7, and other units should be at least level 6. It is recommended to fight repeatedly to adjust levels and use the earned money to improve equipment.


はし
0%
ケン L 8
HP 18/18
MP 0/ 0

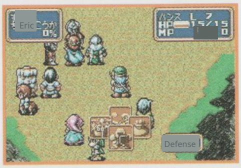
← Allies cross the bridge Until then, enemy dwarves will not move.


Priest Row
HP 15/15
MP 29/29
EXP 46
Attack 22
Guard
Agility 11
Idouka 5
Magic User 36%
[LV7
Defense
Magic
Heal 2
Antidote

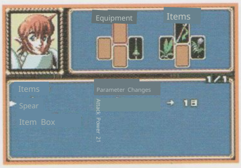
← At clear time, everyone should be at least level 6.

Tactics 02〉〉〉 How to fight on sandy terrain

What to watch out for in this battle is the "sand area" spreading from the center of the map to the northwest. The terrain effect is 0%, and unit movement is drastically reduced. Especially for mounted units, they can only move 2 squares. Therefore, it is best to send the mounted units Ken and May as a mobile unit along the west route, where there is relatively less "sand area." Accompany them with the healer Low and the support unit Hans. Since the enemy will move in response to the mounted units moving ahead, the main force led by Max will face fewer enemies. Finally, reunite the main force and the mobile unit to defeat the enemies in front of Lindrind.


Eric
0%
ハンス L 7
HP 15/15
MP 0
Defense

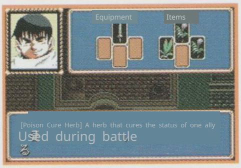
← On sandy ground, consider the marching order to avoid forming a clumped formation.


Equipment
Items
1/1
Items
Spear
Item Box
Parameter Changes
Attack Power 21
→ 18

← It is convenient to equip knights with both a lance and a spear.

Tactics03〉〉〉 Beware of zombie poison attacks

Enemies to watch out for are the zombies appearing from this battle onward. Their attack power itself is not significant, but their additional effect can cause allies to become poisoned. When poisoned, HP decreases by 2 each turn, so heal them promptly. Row's antidote alone is not enough, so make sure everyone carries a "Poison Cure Herb".


Equipment
Items

[Poison Cure Herb] A herb that cures the status of one ally
Used during battle
る

← Units that perform direct attacks should carry plenty of these.

Battle: Dark Cave

Target Level → 8

Victory Condition: Defeat the Skeletons

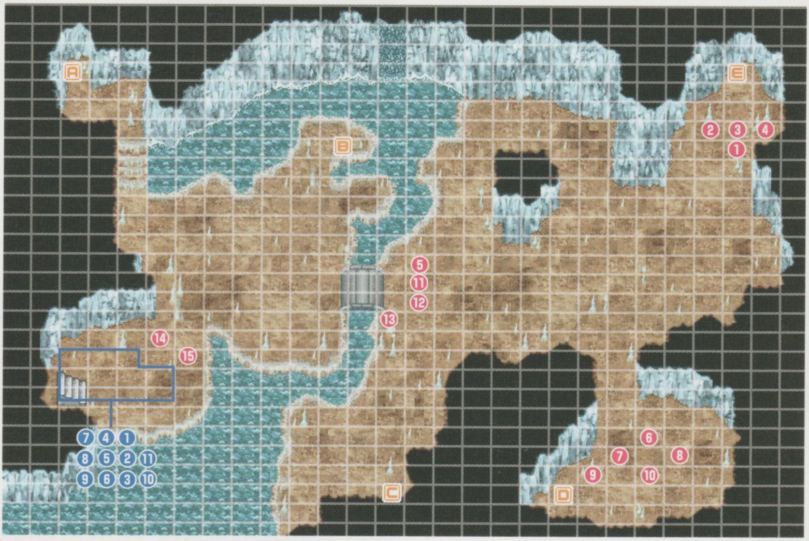
Clear Bonus: 500 Gold Coins (within 10 turns)

Number of enemies appearing: 15

Total Money: 864 Gold Coins

Number of Allies Deployed: 11

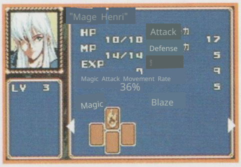
Retreat Location: Manarina



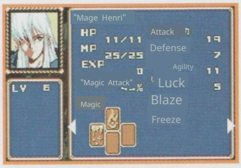
Enemy Name	Number	LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money
Skeleton (Boss) ❶	1	17	Dead:	20	0	19	18	6	7	●	0%	240
	Magic/Special		—				Equipment		Middle Sword			
Dark Mage ❷～❺	4	5	Human	9	16	10	6	5	9	×	50%	46
	Magic/Special		Blaze LV2				Equipment		Kinotsue			
Giant Bat ❻～❿	5	5	Flying	14	0	9	6	7	9	×	0%	30
	Magic / Special		—				Equipment		—			
Sniper 1, 1	2	6	Human	13	0	13	5	6	7	×	0%	40
	Magic / Special		—				Equipment		Kino-ya			
Zombie ⓭～⓯	3	7	Dead	15 0		16	13	4	7	×	0%	70
	Magic/Special		—				Equipment: Item		—			

Tactics01 〉〉 Prioritize training Henri

The Dark Cave located on the 2nd basement floor of Manarina is the battle map for this time. Since this place is close to the church, which serves as the retreat point, it is not troublesome even if you fight repeatedly. Here, prioritize training Henri, the recently joined mage. This is partly to adjust the overall level of your allies, but as explained below, to defeat the boss Skeleton, you want to raise Henri's level to 6 or higher. You can weaken the enemy's HP with other units and let Henri deliver the finishing blow to level up efficiently. However, when his level is low, his MP is also limited, restricting the number of attacks he can make. Take your time and train steadily.



← Anri, who just joined the party, still has low MP.



← By the time he reaches level 6, MP will nearly double.

Tactics02 〉〉 Collect the treasure chests on the map

The contents of the treasure chests in the Dark Cave are as follows: the first chest contains a "Power Stick," the second contains a "Poison Staff," the third contains "Medicinal Herbs," the fourth contains a "Ring of Strength," and the fifth contains a "Shining Orb." However, the eye only appears after defeating the Skeleton. Only four chests can be collected during the battle, from the first to the fourth. Among these, the "Ring of Strength" is especially important. It not only increases the attack power of the wearer but also has an "Attack" effect when used. Be careful not to overuse it, as it may break. Broken equipment can be repaired at the item shop or weapon shop, so if it breaks during this battle, be sure to return to Lindrind once to get it repaired.

"Poisonのつえ を
Found!

◆ When earning experience points, make sure to also collect the contents of treasure chests.

(Max L 9
23/23
MP 13/13
Max used the Power Ring!

← The "Power Ring" is also useful in battles against Skeletons.

Tactics03 〉〉 Defeat the Skeleton with Anri

As mentioned earlier, defeat Skeletons with Anri. This way, you can obtain the "Skeleton Card." Even if you don't receive a clear bonus, you definitely want to get this card. After defeating the troublesome Dark Mage, reduce the Skeleton's HP, and finish it off with Anri at the end. If you fail, try again.

Max L10
HP /27
MP 14/14
Max leveled up!
Max reached level 10.

← Skeletons have a high level, and are ideal for farming experience points.

Bottle Ø Day Dark Cave

Target User → 10

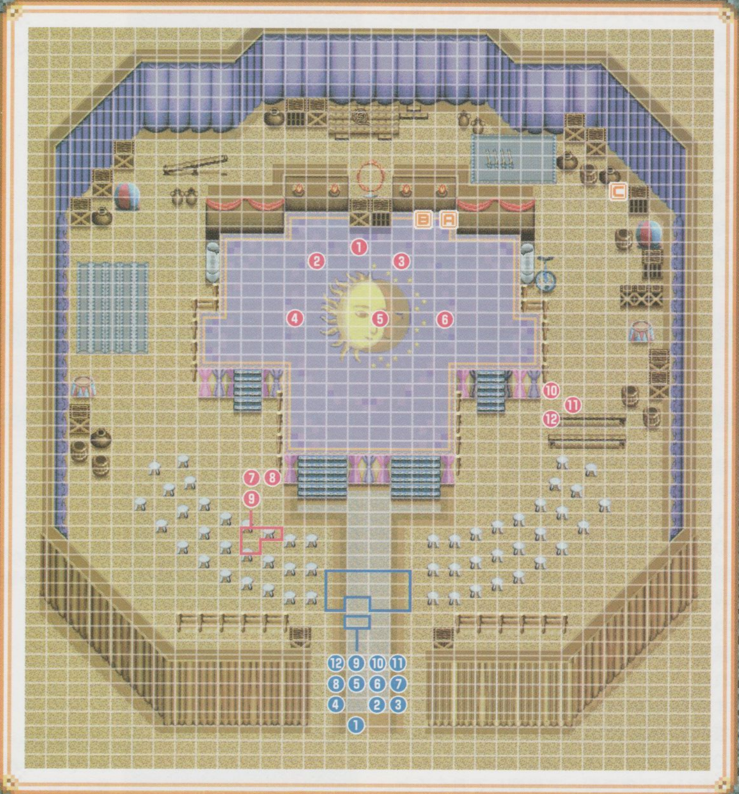
Victory Conditions: Defeat Michaela Doll

Corpse technique one ten ヌ し addition technique authority card strike (within 8 evening one)

Number of enemies appearing: 2 1

Total right gold 金 coins 1225, number of participants: 12

退却 Location: Lindrind

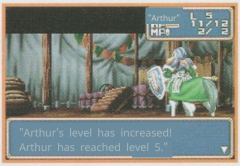


	Enemy Name	Number	LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money
	Thirty next エラ one child (request ヌ) ❶	1	12	Doll	35	99	25	13	6	13	●	70%	200
		Magic/Special		Available LV4				Equipment		—			
	Helpierro ❷、❸	2	8	Doll	15 0		20	16	5	7	×	50%	130
		Magic/Special		—				Equipment		—			
	Puppet ❹〜❻	3	7	Doll	14 15		14	10	5	7	×	60%	100
		Magic/Special		Available at LV1				Equipment		—			
	ドール ❼〜❾	3 6		Humanoid	16	0	18	12	5	8	●	40%	125
		Magic/Special		—				Equipment		—			
	Great Bat ①〜④	3	5	Flying	14	0	9	6	7	9	×	0%	30
		Magic/Special		—				Equipment		—			

Tactics01〉〉〉 The difficulty is very high

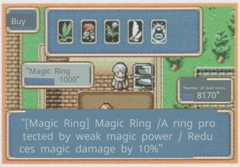
After clearing the trial in Manarina and returning to Lindrind, a circus tent appears in the southeast part of the town. Entering this circus tent starts the battle. Depending on the average level of your allies, if it is below level 8, you will definitely struggle. It is recommended to fight repeatedly to raise the average level of your allies to 9 or above, and to have Max and Goat at level 10. The role of Goat is explained in Tactics03.

Also, there are three treasure chests prepared on the map. On the previous page’s map, the circle marked “Steel Arrow” contains “50 gold coins,” and the square contains “Milk of Protection.” Items other than the square can be collected during the battle.



"Arthur's level has increased! Arthur has reached level 5."

Arthur, who was just recruited, levels up here as well.



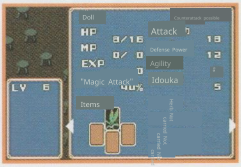
"[Magic Ring] Magic Ring /A ring protected by weak magic power / Reduces magic damage by 10%"

"← Use the money earned to equip"

"Items and consumables should be stocked up."

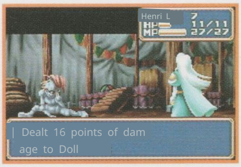
"Tactics 02 >>> Identify the enemy's traits"

"Many enemies appear only in this battle, including the boss Mishaela Doll, dolls, puppets, and Hell Pierrot. Carefully review the enemy data on the previous page to check their attack methods and various stats. Especially noteworthy is that all enemies have very high magic resistance. Magic does not work at all on Mishaela Doll, so be careful. However, since all of them have the attribute 'Doll,' if you equip 'Doll Dislike' obtained as a bonus in Battle 06, even cleric and mage units can deal heavy damage. Also, the 'Lightning' bonus from Battle 04 is effective against the Giant Bat."



← Attacked the enemy once

Then immediately check the status.



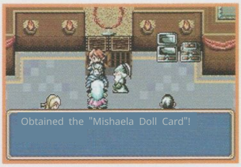
Dealt 16 points of damage to Doll

◆ Weapons with special effects

Then you can deal heavy damage.

Tactics 03〉〉〉 Defeat Mishaela Doll with Goat

If you defeat Mishaela Doll with Goat, you will obtain a card. However, be careful as allied units approaching within 3 squares of her will be attacked by magic. To avoid being hit by magic attacks, you need to defeat her immediately after her action ends. Adjust the order of your allies’ actions so that Goat can deliver the finishing blow.



Obtained the "Mishaela Doll Card"!

Be careful not to be hit by magic attacks, then finish off with Go-to.

Battle 09 VI Church

Target Level → 11

Victory Condition: Defeat all enemies

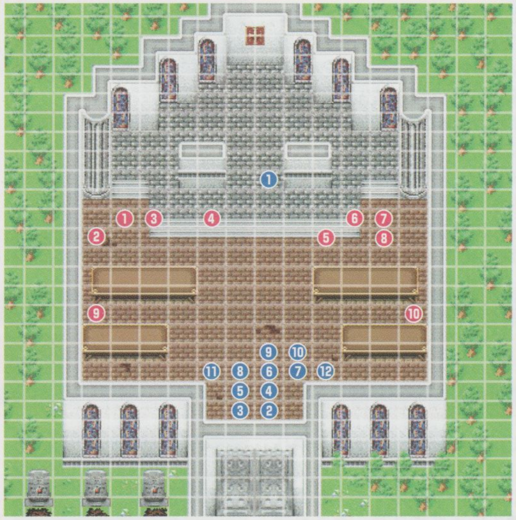
Liu Yishu 19 Gold Coins 1000 (within 8) Within)

Number of enemies appearing: 0

Total gold: 1060 coins

Number of allies deployed: 2

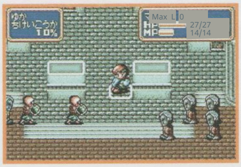
退却場所 Lindrind



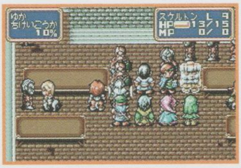
Enemy Name		LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money
グール ❶	1	15	Undead	25	0	23	14	6	9	●	0%	200
	Magic/Special	—					Equipment	—				
Skeleton ❷〜❹	3	9	Undead	15	0	17	16	5	7	●	0%	120
	Magic/Special	—					Equipment	San F JLy-F				
Zombie ❺〜❽	4	10	Undead	15	0	18	13	4	7	×	0%	90
	Magic/Special	—					Equipment	—				
Zombie ❾、❿	2	7	Undead	15	0	16	13	4	7	×	0%	7
	Magic/Special	—					Equipment	—				

Tactics01 〉〉 Unite the isolated Max

In the scenario progression, only Max is left behind on the north side of the map when the battle begins. If left as is, he will be surrounded by enemies on all sides, so be sure to move Max 5 to 6 squares down on the first turn. Also, make that position the frontline and surround Max's left and right 4 squares with high-defense units like Goat and Rag. Doing this allows magic attacks and healing to be performed from behind. Additionally, the two zombies ⑨ and ⑩ located south of that position should be attacked by Ken, May, and others while blocking their path to prevent them from advancing forward. Preparing this much on the first turn will make the rest of the battle easier.



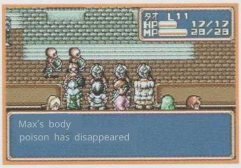
← At the start of the battle, only Max is left behind among the enemies.



If you solidify the front line, the enemy will not be able to break through.

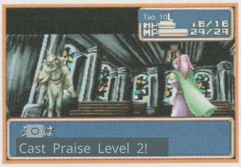
Tactics02 〉〉 Attack collectively with level 2 magic

From the second turn onward, the battle will be fought with the frontline as the boundary against the enemies. The important point here is to always line up the allied units on the frontline in a straight horizontal line. If even one unit steps out, it will draw concentrated enemy attacks and the frontline will be broken through. Also, it is reassuring to equip frontline units with "Herbs" for HP recovery and "Antidotes" for curing poison status. In battles against enemies, magic attacks are more effective than direct attacks. In particular, Tao learns Blaze LV2 at level 4, and Anri also learns Blaze LV2 at level 8, so use these magic spells to attack enemies collectively, then finish them off with physical attacks.



Max's body
poison has disappeared

If an ally is poisoned, quickly recover with "Antidote Herb". Use it promptly.

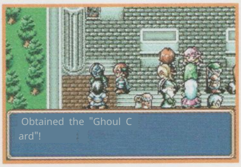


Cast Praise Level 2!

Taos's level is high If possible, "Blaze LV2" is effective.

Tactics 03〉〉 Defeat the Ghoul with Max

To obtain the card, you need to defeat the Ghoul with Max. However, acquiring the "Ghoul Card" is easier compared to previous battles. Since the Ghoul is not a boss, mistakenly defeating it with other units will not clear the game. You might as well defeat it multiple times and let other units grow as well.



Obtained the "Ghoul Card"!

← While gaining experience with the Ghoul, make sure to properly obtain the cards as well.

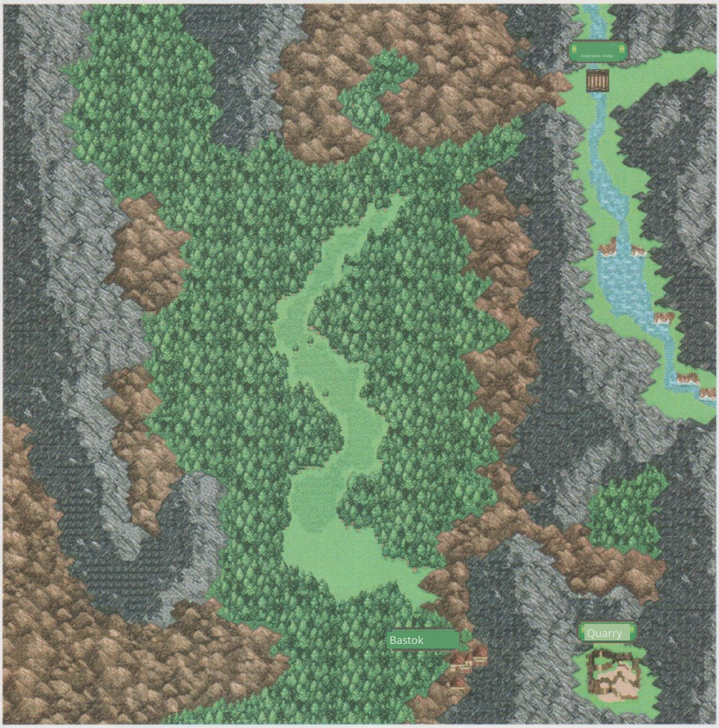
第三

Jifaust

The secret weapon of Rune Faust Encounter with the Rune Faust army.

Having lost their ship, Max and his party headed further north. However, at the Bastok quarry, they excavated an ancient weapon.

Area MAP



Overall MAP

Area Features

Bastok, located in the northwest of the Rune Continent. This region, surrounded by mountains and forests, has only one town that can be called a base. Besides that, there is only a single bridge leading to the Pao Plains. Originally, this place was unapproachable by people, but after it was discovered that ore could be mined, a town was built later. However, there were originally inhabitants who continued to live here. They are the beastmen, including Zappa.

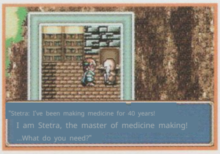
Chapter 3 Progress Flowchart

Event		MAP	仲
Nasha Chapter			
035	Battle at the Wharf	**Battle10** (→P084)	
Protagonist Edition			
036	Listen to Zappa's maid's request	Bastok	Diane
Yoa	Talk with Stetra on the outskirts of town	Bastok	
Daytime	To the quarry	**Battle11** (→P086)	
039	Obtain "Moonlight Stone" in the cave	Bathork (Quarry)	
040	Give the "Moonlight Stone" to Stetra	Kobas Talk	
041	Obtain the "Moon Drop"	Bastok	
042	Head to the jail	Bastok	Zappa
043	Watch Kōkichi's flight experiment event	Bastok	
044	Exit from the north of the town	**Battle12** (→P088)	
045	To the main road	**Battle13** (→P090)	
046	To Pao Plain	Area MAP	Pale

To Chapter 4 (P092)

Two event items

To recruit the beastman Zappa, two event items are required. First, find the "Moonstone" deep inside the Bastok Quarry, and give it to Stetra, who will turn it into a medicine called "Moon Drop." When you give this medicine to Zappa, he will join your party.

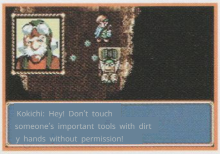


"Stetra: I've been making medicine for 40 years!
I am Stetra, the master of medicine making!
...What do you need?"

← Stetra is in the hut near the road leading to the quarry.

Must-see! Flight experiment event

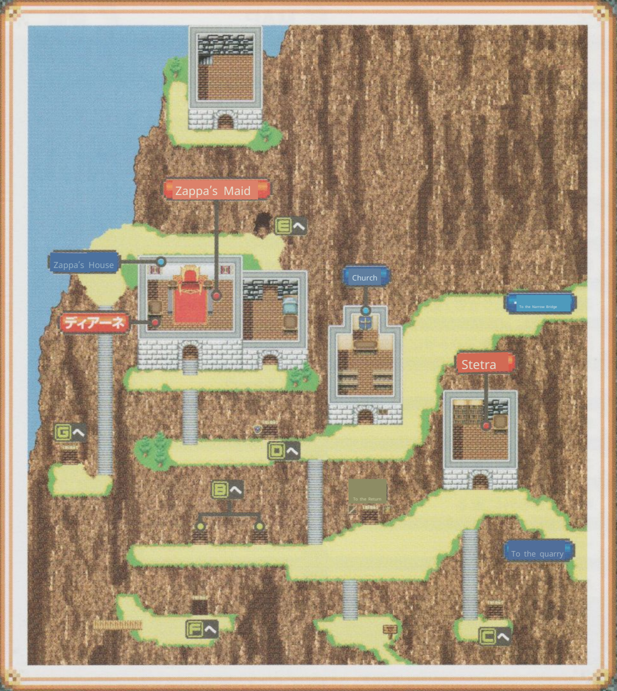
There is a basement southeast of Bastok. Here lives Kōkichi, who dreams of soaring through the sky. After finishing the battle at the quarry, visit him to witness the flight experiment. If you miss this event, you will not be able to recruit Kōkichi later, so be careful.



Kokichi: Hey! Don't touch someone's important tools with dirty hands without permission!

← If you examine the machine here, a flight experiment will begin.

Town Guide 07- Bastok


Zappa's Maid
E
Zappa's House
ディアーネ
Church
To the Narrow Bridge
Stetra
G
D
B
To the Return
To the quarry
F
C

Bastok

Item Shop

Medicinal Herb	10
Recovery Drink	50
Antidote Herb	20
Angel Feather	40
Silver Ring	5000

Weapon Shop

Middle Sword	250
Power Spear	900
Bronze Lance	300
Middle Axe	600
Power Stick	500
Steel Arrow	1200

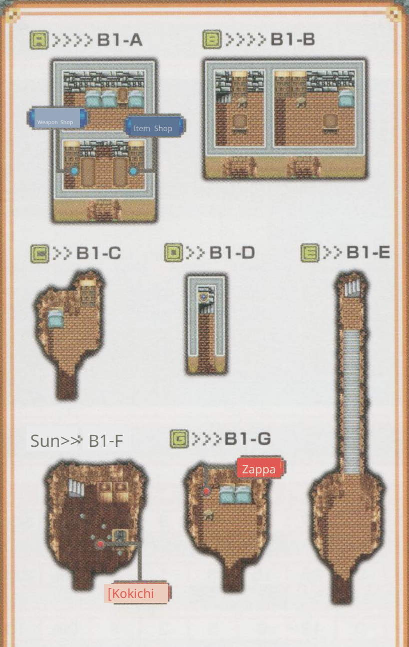
Zappa and Dianne

Zappa and Dianne, who join your party in this Bastok, are indispensable for battles in mountains and forests. In upcoming battles, if there are many plains, it is best to mainly deploy mounted units, and in mountainous areas, it is better to mainly deploy Zappa and the others. By the way, the method to recruit Zappa is as described on the previous page. Dianne will join if you talk to her after speaking with the maid at Zappa's house.

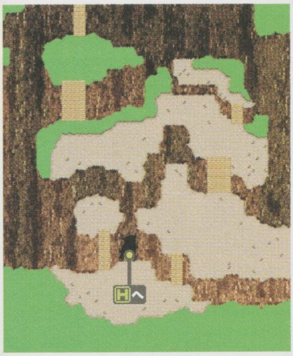
Dianne has joined the party!

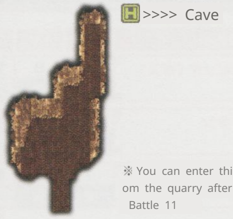
Before going to the quarry, the only companion you can recruit is Dianne.

Town Guide 07-B Bastok Underground & Quarry



※Men appear in the town after clearing Battle 11

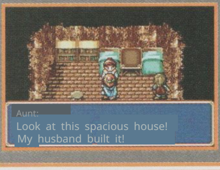




※You can enter this cave from the quarry after clearing Battle 11

Changing maps and people

When you first visit the town of Bastok, there are only women, children, elderly people, and merchants. You also cannot leave the town. However, after returning from the quarry, men appear, and after recruiting Zappa, you can also leave the town. Before heading to the single bridge outside the town, take a walk around the town. The conversations of the people have changed, and some parts of the map have changed as well.

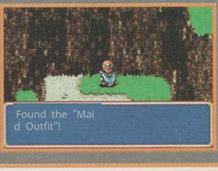


Aunt:
Look at this spacious house!
My husband built it!

← Some people are happy that their husband has returned and the house has become bigger.

Items in unexpected places...

In Chapter 3, unexpected items are hidden in unexpected places. For details, please refer to page 200 and onwards, but here are just two examples. First is the "Zappa's Card," which can be obtained by examining the church signboard. The other is the "Maid Outfit," found on the northeast wall of the quarry. However, the "Maid Outfit" can only be found after clearing the battle in the quarry.



Found the "Maid Outfit"!

← The "Maid Outfit" is a chip-exclusive equipment item.

Battle 12 Battle at the Wharf (Nasha Chapter) Target Level → 8

Victory Condition: Defeat Gobgobitch

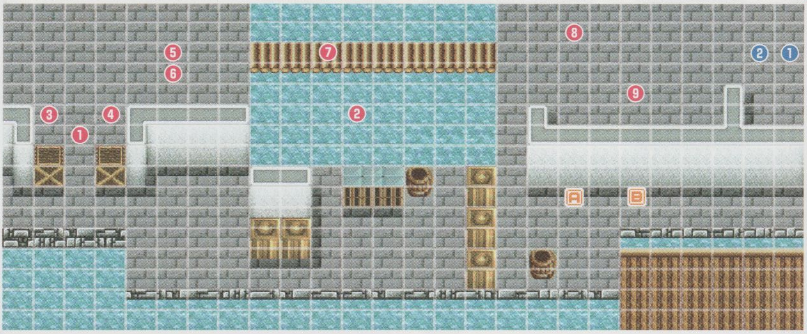
No Clear Bonus

Number of Enemies: 9

Total Money: 570 Gold Coins

Number of Allies Deployed: 2

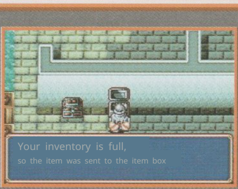
Retreat Location: Retreat Not Allowed



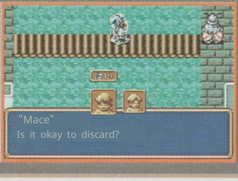
Enemy Name	Number	LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counter	Magic Resist	Money
Gobgobitch (Boss) ❶	1	9	Subhuman	20	0	17	7	5	8	●	0%	500
Magic/Special	—							Equipment	Hand Axe			
Kraken ②	1	12	Aquatic	40	0	25	15	3	1	×	0%	2000
Magic/Special	—							Equipment	—			
Outlaw 3~0	7	5	Subhuman	10	0	12	9	5	3	×	0%	10
Magic/Special	—							Equipment	Hand Axe			

TOPICS Effectively utilize the limited item slots

In Nasha's chapter, if you obtain an item when the item slots are full, all items will be sent to Max's item box. They are not lost, and since having the item slots filled with unused items is pointless, for valuable items like the "Blessing Rain" or "Protective Milk," it's better to intentionally obtain items while holding 4 items, so they will be sent directly to the item box. By the way, the "Mace," which is Nasha's starting equipment, will appear in Max's chapter as a bargain item in shops even if you discard it. Therefore, if you defeat the Kraken in this battle and obtain the "Heavy Mace," you can safely discard the lower-performance "Mace."


Your inventory is full,
so the item was sent to the item box

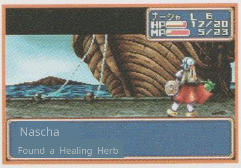
← Valuable items can be sent to the item box.


"Mace"
Is it okay to discard?

← "Mei" not used Let's boldly discard "Su".

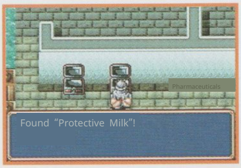
Tactics 01〉〉〉 Effectively utilize attack magic

The second battle in Nasha's chapter takes place at the pier. The difficulty is much higher than the previous battle, so please read the following strategy information carefully before starting the battle. On the first turn, cast Attack Level 2 magic on both Nasha and Zuika. This will increase their attack power by 5, allowing them to defeat an Outlaw with a single strike. After taking care of the three Outlaws in front of you, be sure to collect the two treasure chests before approaching the central bridge. The contents are "Healing Herb" and "Protective Milk." "Protective Milk" is a valuable item, but if you are worried about Zuika's defense, don't hesitate to use it.



Nascha
Found a Healing Herb

← Outlaws have a high chance of dropping "Healing Herb."

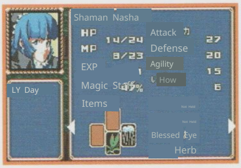


Found "Protective Milk"!

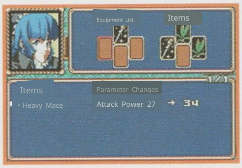
← Note that treasure chests can only be collected during battle.

Tactics 02: How to Defeat the Powerful Kraken

The biggest enemy in this battle is the Kraken. It is higher level than the boss Gobgobvich and excels in HP, attack power, and defense. The Kraken moves toward your units if they come within 5 squares, but instead of luring it onto the terrain with a high effect like "Sea" (terrain effect 30%), try to draw it onto the "Bridge" (0%) or "Pier" (10%) as much as possible. It is recommended to alternate sending Zuika and Nasha onto the bridge, attacking on the bridge, then retreating to the pier to recover. Also, during this time, the Outlaws on the left side of the bridge will approach, but you can safely ignore them. Defeating the Kraken will reward you with the "Heavy Mace."



← Before obtaining the "Heavy Mace," double-check your inventory.

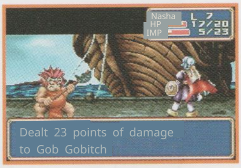


Items
· Heavy Mace
Parameter Changes
Attack Power 27 → 34

← Once obtained, quickly equip it and discard the "Mace".

Tactics03〉〉〉 Defeat Gob Gobitch with Nasha

The boss Gob Gobitch should be defeated last, as defeating him clears the battle. Since battles cannot be repeated in the Nasha chapter, you want to defeat as many enemies as possible. Also, if you defeat Gob Gobitch with Nasha, you will obtain the "Gob Gobitch Card". You should fight only with Nasha to reliably get it.



Dealt 23 points of damage to Gob Gobitch

← A strong enemy, but Nasha alone is enough to defeat him.

Battle 11 Bastok Quarry

Target Level → 12

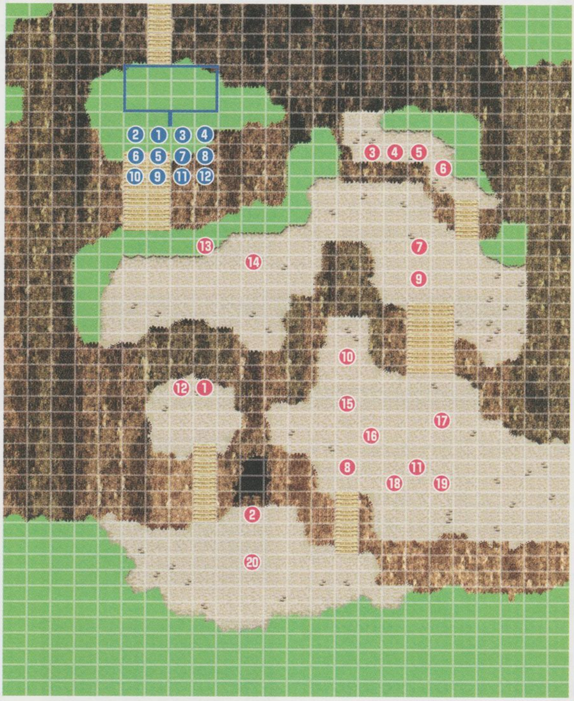
Victory Condition Defeat the Master Mage

Clear bonus: Elf Slayer (within 15 turns)

Number of enemies appearing: 20

Total money: 2794 gold coins Number of allied units deployed: 12

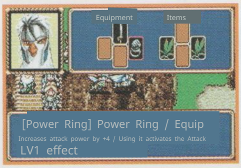
退却場所 Bustork



Enemy Name	Number	LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money
Master Mage (Boss) ❶	1	16	Human	22	30	19	13.5		26	×	60%	420
	Magic/Special		Freeze LV2				Equipment		Power Stick			
Lizardman ❷	1	10	Subhuman	20	0	22	15	6	12	●	0%	150
	Magic/Special		—				Equipment		Middle Axe			
Hunter Elf ③～ 6	4	10	Spirit	15	0	20	9	6	10	×	0%	160
	Magic/Special		—				Equipment		Robin's Bow			
Dark Mage 7. 8	2	9	Human	14 24		27	8	5	12×		50%	62
	Magic / Special		Freeze LV2				Equipment		Power Stick / Evil Ring			
Priest 9~1	4	9	Human	16 15		18	9	5	10	×	35%	125
	Magic / Special		Heal LV1				Equipment		Power Stick			
Skeleton 1312	8 9		Undead	15	0	17	16	5	7	●	0%	120
	Magic/Special		—				Equipment		Middle Sword			

Tactics01 〉〉〉 Prioritize training new allies

In Max's chapter, this is the first battle of Chapter 3. Depending on the levels of your allies, the difficulty is somewhat high. Up until Chapter 2, there were 12 members including Max, but from this battle onward, Amon, Barbaroi, and Dianne join, increasing the total to 15 (excluding subsequent playthroughs). Only 12 members can participate in a single battle, so be sure to perform "Formation" at the main camp beforehand to decide which members will participate. You should especially prioritize sending out the newly joined allies. However, since their levels are low, their attack and defense power may be insufficient. Therefore, equipping them with items like the "Attack Ring" or "Silver Ring" to supplement these parameters is recommended.



[Power Ring] Power Ring / Equip
Increases attack power by +4 / Using it activates the Attack
LV1 effect

← Flying units are strategically important units.

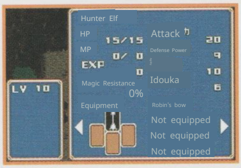
Diane LV1
MP 0/ 0

Diane's attack!

← Diane's appearance puts Hans' position in jeopardy?

Tactics 02〉〉〉 Beware of Hunter Elves!

The most troublesome enemies in this battle are the four Hunter Elves located in the northwest of the map. They have high attack power and a maximum range of 3 squares, allowing them to attack from positions where allies cannot reach them. Furthermore, they have a high evasion rate, and the equipped "Robin's Arrow" even has an instant death effect. Since the instant death effect cannot be prevented, if you get hit, you just have to accept that you were unlucky. Basically, it is best to block the stairs near where the Hunter Elves are with units that have high defense, and then defeat them using flying units or magic in this state. Magic is the most reliable means of attack, so try to attack multiple enemies simultaneously whenever possible.


Hunter Elf
LV 10
HP 15/15
MP 0/ 0
EXP 0
Magic Resistance 0%
Attack 20
Defense Power 9
10
Idouka 6
Equipment
Robin's bow
Not equipped
Not equipped
Not equipped

Even if defeated, "Robin's bow" will never drop. Unfortunately.

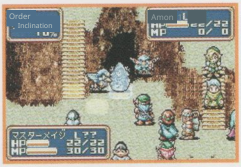
アモン L11
HP 24/24
MP 0/ 0

Amon used Evil Ring!

If you have the "Evil Ring", you want to use it here.

Tactics 03〉〉〉 Defeat the Master Mage in one turn

The boss Master Mage is also a formidable enemy. Using Freeze LV2, he attacks multiple allies, so when approaching, make sure your allies are not adjacent. However, the Master Mage has very high speed, so he acts at the very beginning of the turn. Take advantage of this by launching a full attack right after the Master Mage finishes acting, and defeat him within one turn.



←If it is a flying unit, it is also possible to approach from a safe distance.

Battle 12 The Road to the Narrow Bridge

Target Level -> 13

Victory Conditions: Eliminate all enemies or reach the narrow bridge

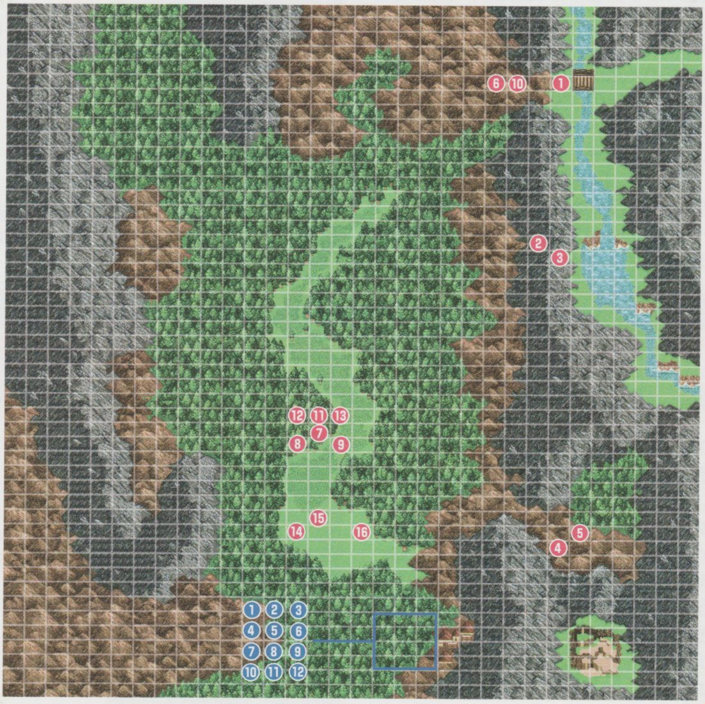
Clear Bonus: 2000 Gold Coins (within 15 turns)

Number of enemies appearing: 16

Total Money: 2250 Gold Coins

Number of Allied Units: 12

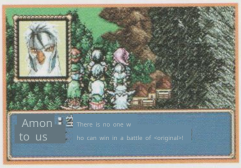
Retreat Location: Bastok



Enemy Name	Number	LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money
Pegasus Knight ①	1	14	Centaur	22	0	30	18	7	14	×	0%	220
	Magic / Special		—				Equipment		Power Lance			
Pegasus Knight 2-6	4 12		Centaur	18	0	21	16	7	12	×	0%	180
	Magic / Special		—				Equipment		Bronze Lance			
Lizardman 6. 7	2 10		Subhuman	20	0	22	15	6	12	●	0%	150
	Magic / Special		—				Equipment		Middle Axe			
Hunter Elf 8. 9	2	10	Spirit	15	0	20	9	6	10	×	0%	160
	Magic / Special		—				Equipment		Robin's Bow			
Priest ⑩、⑪	2	9	Human	16 15		18	9	5	10	×	35%	125
	Magic/Special		Heal LV1				Equipment		Power Stick			
Skeleton 12~1	5 9		Undead	15	0	17	16	5	7	●	0%	120
	Magic / Special		—				Equipment:		Middle Sword			

Tactics01〉〉〉 Fight with units strong in mountainous areas

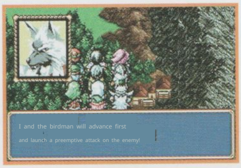
This is a battle where the Chapter 3 area map is used as the battle map. Since most of the map consists of forests and mountains, fight with units strong in mountainous terrain. Recommended units are Zappa, Hunter, and Birdmen. Conversely, mounted units have too high a movement cost, so even if deployed, they are not very useful. It is best to fight with 12 units excluding Ken, May, and Arthur (except from the second playthrough onward). Repeatedly battle with these units and aim to raise the average level to 12 or higher. It is good to earn experience points by defeating the Pegasus Knights mentioned below. After clearing the battle, check a little north of where the Lizardman from battle 6 was located.



Amon to us There is no one who can win in a battle of <original>!

← The birdmen participate as a married couple

Let it happen. Also, make sure to level up evenly.

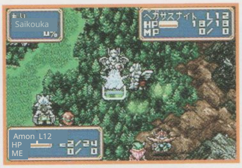


I and the birdman will advance first and launch a preemptive attack on the enemy!

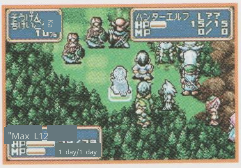
← Zappa boasts outstanding mobility, but be very careful about isolation.

Tactics02〉〉〉 Lure out the Pegasus Knight

The Pegasus Knight is an excellent target for gaining experience points, but since it moves freely around the map, allied units tend to be led around by it. Therefore, use flying units to somewhat guide the movement of the Pegasus Knight. Although not guaranteed, placing a flying unit within the Pegasus Knight's movement range often causes it to approach that unit. If successful, concentrate your attacks with mages or other units. However, note that the Pegasus Knight's attribute is not "Flying" but rather "Horse" and "Human." Even weapons like "Inazuma," which are especially effective against "Flying" units, only deal normal damage to it.



← The decoy role is best suited for Amon, who tends to have increased defense.

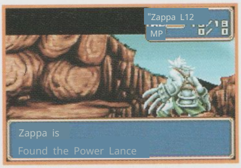


← Hunter Elf's

Be careful not to enter the attack range.

Tactics03〉〉〉 Defeat the last Pegasus Knight with Zappa

The Pegasus Knight marked ① near the narrow bridge is different from the other four Pegasus Knights (LV12) in that it is level 14. Also, since it is equipped with the Power Lance, its attack power is exceptionally high. Be careful when approaching. If you defeat this Pegasus Knight with Zappa, you can obtain the "Pegasus Knight Card."



Zappa is
Found the Power Lance

← There is also a 20% chance of dropping the Power Lance.

Bottle 13 一本橋

Target Level → 14

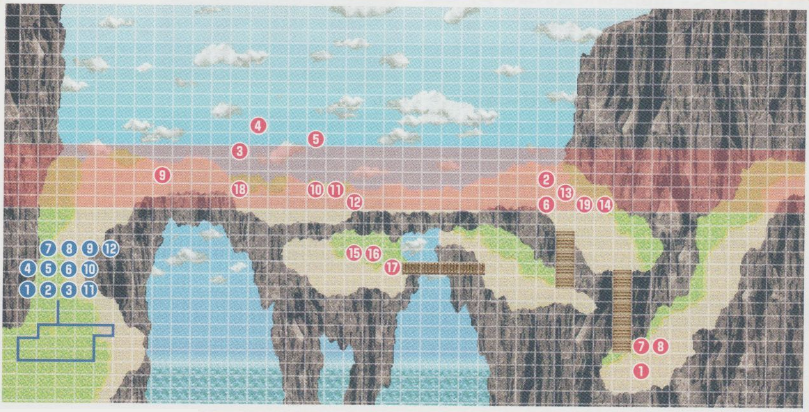
Victory Condition: Defeat the Silver Knight

Clear Bonus Duelist (Within 16 Turns)

Number of Enemies: 19

Total Money: 3[illegible]35 Gold Coins Number of Allies Deployed: 12

退却 Location: Bastok

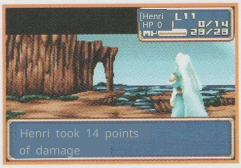


*The red band on the map indicates the range of the Laser Eye attack

Enemy Name	Number	LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counter	Magic Resistance	Money
Silver Knight (Boss) ❶	1	12	Beastman	20	0	27	15	7	11	●	0%	75
	Magic/Special		—				Equipment		Power Lance			
Laser Eye 2	1	20	Turret	30	0	14	19	0	27	×	0%	350
	Magic/Special		Laser Eye				Equipment		—			
Pegasus Knight 8~8	6 12		Centaur	18	0	21	16	7	12× 0% 180			
	Magic/Special		—				Equipment		Bronze Lance			
Lizardman ❾～⓮	6	10	Subhuman	20	0	22	15	6	12	●	0%	150
	Magic/Special		—				Equipment		Middle Axe			
Hunter Elf ⓯～⓱	3	10	Spirit	15	0	20	9	6	10	×	0%	160
	Magic / Special		—				Equipment		Robin's Bow			
Priest ⓲、⓳	2	9	Human	16	15	18	9	5	10	×	35%	125
	Magic/Special		Heal LV1				Equipment		Power Stick			

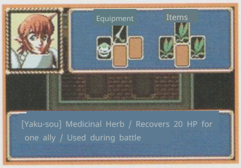
Tactics 01〉〉〉 Prioritize Countermeasures Against Laser Eye

The final battle of Chapter 3. In this battle, countering the Laser Eye is more important than the enemy's strength or anything else. The attack range of the Laser Eye is as shown on the previous page. It deals about 12 to 14 damage to all enemies and allies within this range. The attack occurs every 6 turns and continues endlessly until the Laser Eye is defeated. There is no way to defeat the Laser Eye without taking damage. The countermeasure is to keep your HP above 15 before being attacked. While recovering the damage taken, defeat it before the next attack. Units with HP 14 or below and non-flying units should each carry a "Yaku-sou" (herb) so they can recover damage even if they take a hit.



Henri took 14 points of damage

← If HP is 14 or below, never let the unit enter the attack range.

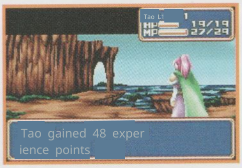


[Yaku-sou] Medicinal Herb / Recovers 20 HP for one ally / Used during battle

← Prepare plenty of "Herbs" for the units fighting on the front lines.

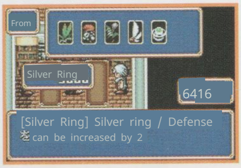
Tactics02〉〉〉 Level Up Using Laser Eye

The troublesome Laser Eye has an extremely high level of 20 and a large amount of HP, making it an ideal target for experience farming. If you have a fast-growing unit, you can raise its level to 15 or higher here and boldly promote it to an advanced class. Which unit to promote is up to the player's preference, but Barbaroi or Henri are recommended choices. Of course, even for fast-growing types, it's better to promote at a level as close to 20 as possible. Also, repeatedly fighting will help you accumulate money. With this, it's a good idea to buy plenty of "Silver Rings" sold in the town of Bastork. In any case, the more effort you put in here, the easier the subsequent battles will become.



Tao gained 48 experience points

← It is more efficient to focus on leveling up a few units.

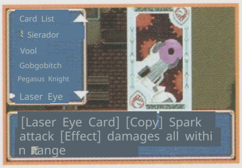


[Silver Ring] Silver ring / Defense を can be increased by 2

← The "Silver Ring" can only be purchased here.

Tactics 03〉〉〉 Obtain 2 cards

In this battle, you can obtain the "Laser Eye Card" and the "Silver Knight Card." However, both can only be acquired if defeated by Anri or Tao. Since the Silver Knight is a boss, defeating him will also clear the battle, so keep that in mind. Also, the clear bonus "Duelist" is a rare weapon that can only be obtained here.



[Laser Eye Card] [Copy] Spark attack [Effect] damages all within range

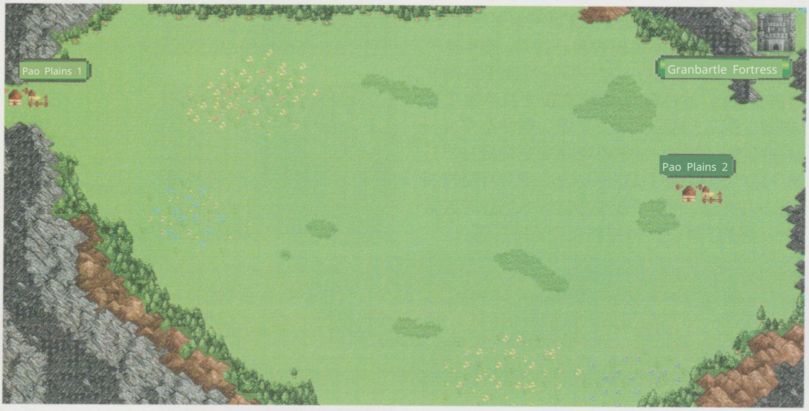
← "Laser Eye
The "Card" is
extremely excellent in terms of ability.

Chapter 4

A larger fortress was being constructed beyond the Barbarzak Great Fortress.

Max and Nasha meet on the vast Pao Plains in the northern part of the continent. However, there, the Rune Faust army...

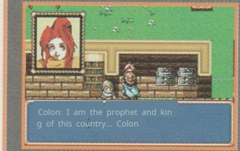
Area MAP



Overall MAP

Area Features

A vast grassland spreading across the northern part of the Rune Continent. The people living here do not have permanent homes. They are constantly traveling in search of grass to feed their livestock, the Paopabu. For them, the enormous train called the "Pao Train" serves both as a means of transportation and as collective housing. Also, in the northern part of the plains lies Granbartle Port, which in recent years has been increasingly fortified by the Rune Faust army.

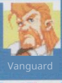


Colon: I am the prophet and king of this country... Colon

← Colon rules the Pao Plains. He is both king and prophet.

← The train departs Cannot leave Pao Plain 1 until then.

Chapter 4 Progress Flowchart

	Event	MAP	Allies
	Nasha Chapter		
047	To the Displacement Device	**Battle14** (→P098)	Kyokaro
	Protagonist Edition		
048	Arrived at Pao Plain 1	Pao Plains 1	
049	Go to the church while the train is there	Pao Plains 1	Yogurt
050	Talk to Elliot at the tavern	ao Plains 1	
051	Talk to Colon on the Pao Train	Pao Plains 1	
052	After the train departs, Kōkichi joins the party	Pao Plains 1	Kōkichi
053	Search for Vanguard	Pao Plains 1	 Vanguard
054	Leave Pao Plain 1	**Battle15** (→P100)	
055	Event after battle	Area MAP	
056	Recruit Domingo and Gantz at P	o Plain 2	Domingo Gantz
057	Obtain "Flaze Bomb"	Pao Plain 2	
058	Talk with Colon	Pao Plain 2	
059	Enter the Fortress	**Battle16** (→P102)	
060	Talk with Ernest inside the fortress	Fortress	Ernest
061	Final Battle with Barbazark	**Battle17** (→P104	
062	To Rune Faust by ship	Area MAP	

↓

Chapter 5 (P106) to

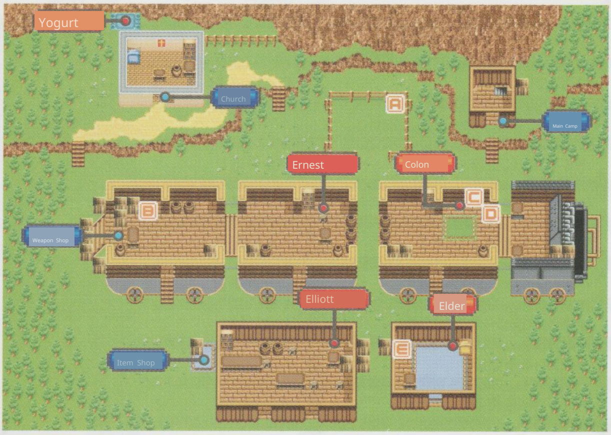
Nasha's unit joins forces

Nasha and the others, who had been progressing through a different scenario until now, join the Shining Force army led by Max in this chapter. Nasha, Zuika, and Kyoka Q are all top-class warriors, so they will likely play active roles as main units from now on. With her joining, the story also moves closer to its core.

Two boss battles

In Chapter 4, two generals of the Rune Faust army appear. Compared to previous bosses, their combat abilities have increased dramatically, and battles against them require more strategic fighting. Understand the characteristics of your allied units and leverage their strengths to confront these powerful enemies.

Town Guide 07-A Pao Plain 1 (Before the Train Departure)



■ Pao Plains 1

※You can purchase items only until the train departs.

Medicinal Herb	10
Recovery Drink	50
Antidote Herb	20
Angel Feather	40

Weapon Shop

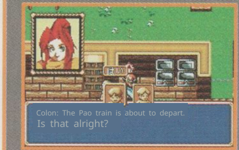
Longsword	750
Power Spear	900
Power Lance	1500
Middle Axe	600
Paralyzer	1000
Steel Arrow	1200

■Contents of the treasure chests (5 items) A~E

A Diane's card
B Energy bread
☐ Empty
D Hayate's chicken
E Longsword

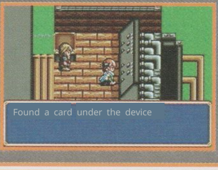
Events before the train departure

When you first visit Pao Plain 1, you are not allowed to enter the train. You must first listen to General Elliott in the tavern. After entering the train and talking to King Colon, you will be asked whether it is okay to depart the train. Be careful when this choice appears. For now, save your game and check if there is anything left undone. There are many important things, such as collecting treasure chests, purchasing equipment & recovery items, and recruiting Yogurt outside the church.



Colon: The Pao train is about to depart.
Is that alright?

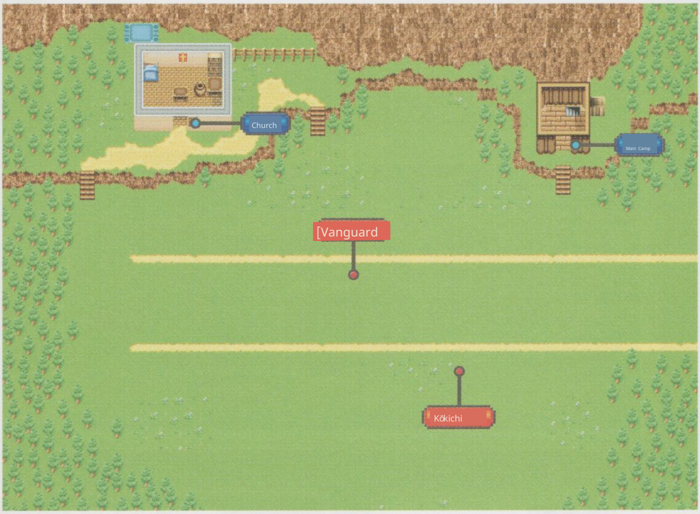
← When this choice appears, do not immediately answer "Yes."



Found a card under the device

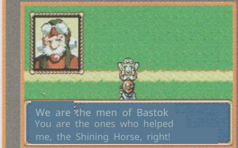
← Complex instruments lined up
Pilot seat. When you investigate
there is.....

Town Guide 07-B Pao Plain 1 (After the train departs)


Church
Main Camp
[Vanguard
Kōkichi

New Companions

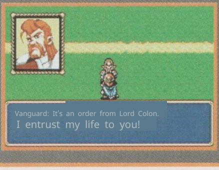
When the train departs, only the main camp, the church, and the huge wheel tracks remain. However, you must not leave the plain immediately. Two new companions will join here. The first, Kōkichi, will automatically join if you witnessed the flight experiment event in Chapter 3, and the other, Vanguard, will join if you talk to him at the location shown on the above map.



We are the men of Bastok
You are the ones who helped me, the Shining Horse, right!

← Kōkichi appears. Flies from Bustok

It seems that (he/she/they) have come back.

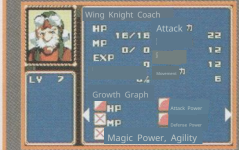


Vanguard: It's an order from Lord Colon.
I entrust my life to you!

← The Vanguard is said to help on Colonel's orders.

Consider the army formation

After leaving Pao Plain 1, the battle with General Elliott will automatically begin. Clearing this battle will allow Nasha, mentioned earlier, to join Max's army. Furthermore, in the upcoming Pao Plain 2 and Gran Bartle, more allies will continuously join, with up to nine companions added throughout Chapter 4. Be sure to review your army's formation each time.

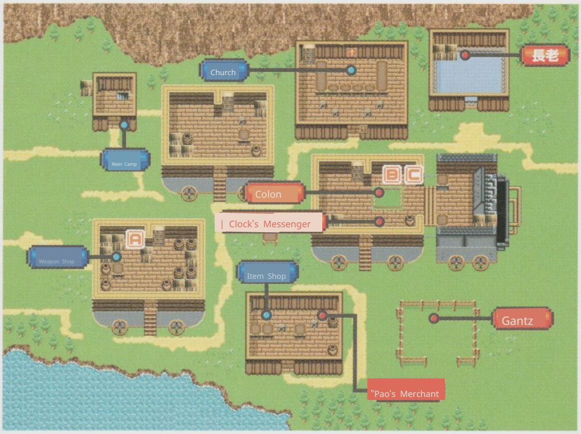

Wing Knight Coach
HP 16/16
MP 0/ 0
EXP 0
LV 7
Attack 22
12
12
Movement 6
Growth Graph
HP
MP
Magic Power, Agility
Attack Power
Defense Power

←First, check the status of the unit that joined your party.

Nasha Kyoukazui joined the party!

← It's about time to decide which units to mainly train.

Town Guide 02 Pao Plains 2



Pao Plain 2

Item Shop

Medicinal Herb	10
Recovery Drink	50
Antidote Herb	20
Angel Feather	40

Weapon Shop

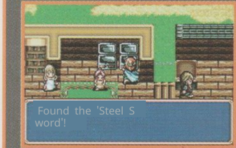
Longsword	750
Power Spear	900
Power Lance	1500
Middle Axe	600
Paralyzer	1000
Steel Arrow	1200

■ Contents of the treasure chests (3 items) Sun~ C

A Empty
B Steel Sword
C Robin's Bow

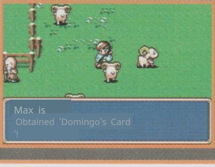
Before heading to the fortress

The important thing in Pao Plain 2 is to talk to the Clock's messenger near Colon and obtain the "Blaze Bomb" that can destroy the fortress door. With this, a battle will occur at the fortress, but before that, talk to the townspeople and explore various places. For example, if you have the "Domingo Egg" and talk to the Pao merchant next to the item shop, Domingo will join your party. Also, by talking to the weapon shop and item shop, you may find bargain items displayed in the store.



Found the 'Steel Sword'!

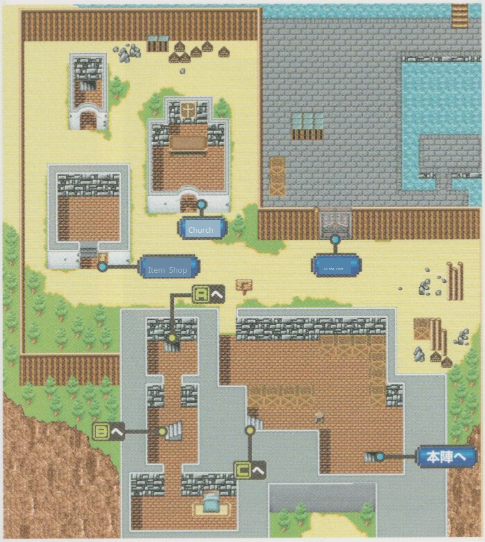
← From treasure chests, you can get weapons suitable for advanced classes.

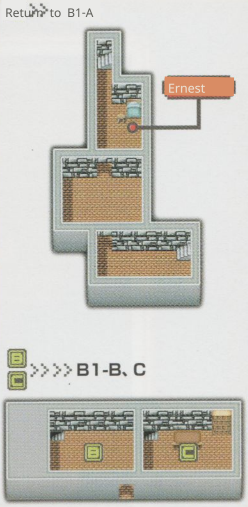


Max is
Obtained 'Domingo's Card
'!

← Near the fence
If you talk to the Pao Pub......

Town Guide 03 Granbartle





Granbartle

Item Shop

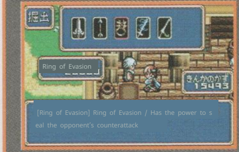
Medicinal Herb	10
Recovery Drink	50
Antidote Herb	20
Angel Feather	40

Rescue Ernest

After clearing the fortress, you will be able to advance to the town of Granbartle. However, even if you proceed, you won't be allowed into the port. To enter the port, you need to recruit Ernest on the map above. He became a revenge-driven man after Barbazark killed his beloved family and subordinates. By the way, if you examine the bookshelf in the room with the mouth, you can obtain the "Ernest's Card".

Before Proceeding to Chapter 5

After finishing the battle at Granbartle Port, you will proceed directly to Chapter 5. However, before that, make sure to check once again if there are any items available for purchase in Chapter 4. Also, if you have any units close to changing classes, it's advisable to fight here a few times and complete their class change.



[Ring of Evasion] Ring of Evasion / Has the power to seal the opponent's counterattack

← Prioritize normal weapons and items over bargains.

Lord Henri has splendidly become a great wizard!

← Change jobs or train low-level units.

Battle 14

To the Displacement Device

Target Level → 10

Victory Conditio : Defeat the Soul Eater

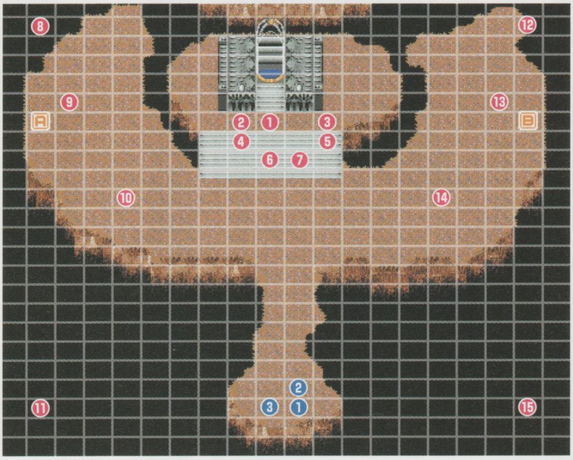
No clear bonus

Number of enemies appear g: 15

Total Money: 1760 Gold Coins

Numb of Allies Deployed: 3

退却 Location R eat Not Allowed

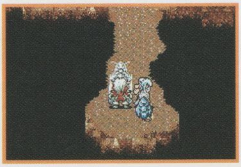


※The contents of the treasure chest are "Blessing Candy" each time

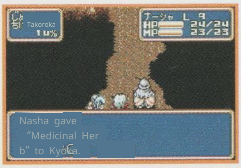
	Enemy Name	Number	LV	Attribt	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resist nce	Money
	Soul Eater (Boss) ❶	1	15	Dead	40	0	24	18	4	14	●	0%	1000
		Magic/Special		—				Equipment		—			
	Wizardry ②, ③	2	9	Human	20	18	10	12	4	12	×	40%	120
		Magic / Special		Freeze LV2				Equipment		—			
	Will-o'-Wisp ❹〜❼	4	8	Dead	10	3	2	20	3	3	×	20%	70
		Magic / Special		Freeze LV1				Equipment		—			
	Ghost ❽〜⓯	8	7	Dead	14	0	20	14	8	5	×	35%	30
		Magic / Special		—				Equipment		—			

Tactics01〉〉〉 First, have everyone attack

The final battle in Nasha's chapter is the fight to reach the displacement device. The party has grown to three members with the addition of Kyoka Q. However, Kyoka Q cannot use cards, so the battle remains tough. As in the previous battle, cast Attack Level 2 on all allies during the first turn. It would be ideal to defeat the ghosts in one hit, but they will likely be left with 1 or 2 HP. There is no need to rush. Stay within the narrow initial passage and do not move north; defeat all approaching ghosts. Also, if either Nasha or Zuika is below level 7, make sure both reach level 8 or higher.



🡐 Do not advance north beyond this point until all ghosts are defeated.

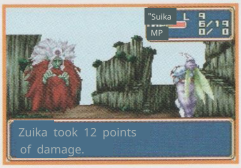


Nasha gave "Medicinal Herb" to Kyoka.

← Also equip Kyoka Q with recovery items.

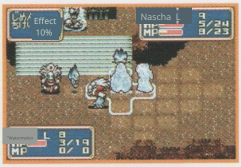
Tactics 02>>> Be careful not to get hit by enemy magic.

After annihilating all the ghosts, proceed north through the narrow passage. The key here is to maintain distance from enemies and advance carefully to avoid taking enemy magic attacks as much as possible. Both Will-o'-the-Wisps and Wizards will approach when allies come within 7 squares. Use this to lure them out one by one and defeat them reliably. If you inevitably get hit by magic, use Nasha or Kyoka Q, who have high magic resistance, as bait. Then finish off enemies with Zuika, actively leveling her up. The reason for this will be explained below.



Zuika took 12 points of damage.

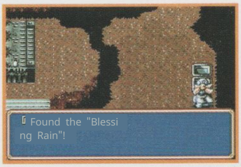
← Zuika's magic resistance is 0. Be careful not to be attacked by magic.



← When HP falls below half, do not hesitate to heal immediately.

Tactics 03〉〉〉 Defeat the Soul Eater with Zuika

Defeating the boss Soul Eater with Zuika will grant you a card. However, if Zuika's level is 8 or below, it will be very difficult. Depending on the situation, it's a good idea to position Nasha adjacent to the Soul Eater and use Nasha as bait. Kyoka Q should handle Nasha's healing. In this setup, Zuika can definitely defeat the Soul Eater alone.



Found the "Blessing Rain"!

← There is no turn limit, so prepare carefully.

Battle 15

Against Elliott

Target Level → 15

Victory Condition: Defeat Elliott

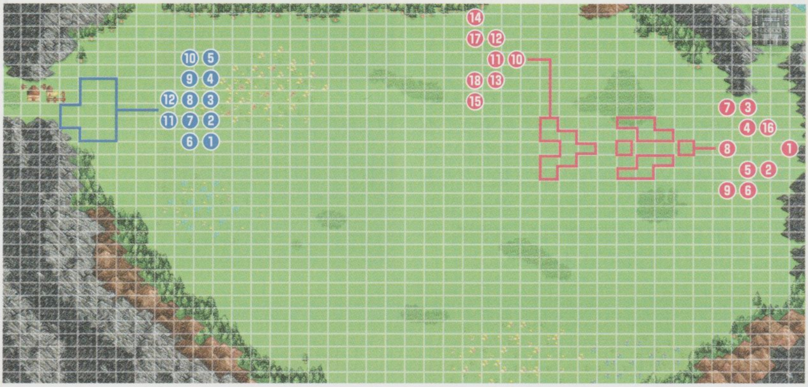
Clear Bonus: Abare Daiko (within 10 turns)

Number of Enemies: 18

Total Money: 2,775 Gold Coins

Number of Allies Deployed: 12

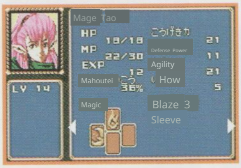
退却 Location: パオ Plain 1



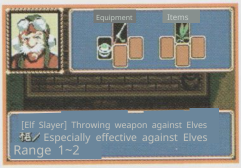
Enemy Name	Number	LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money	Magic / Special	Equipment
Elliot (Boss) ❶	1	20	Demon	60	0	32	17	5	16	●	10%	450	—	Longsword
Brass Loader ②	1	14	Turret	14	0	25	15	4	14	×	0%	180	—	—
Silver Knight ③ ~ 6	4	12	Beastman	20	0	27	15	7	11	●	0%	75	—	Bronze Lance
Pegasus Knight 911	4	12	Beastman	18	0	28	16	7	12	×	0%	180	—	Power Lance
Lizardman ⓫	1	10	Subhuman	20	0	33	15	6	12	●	0%	150	—	Heat Axe
Lizardman ⓬～⓯	4	10	Subhuman	20	0	22	15	6	12	●	0%	150	—	Middle Axe
Priest ⓰～⓲	3	9	Human	16	15	26	9	5	10	×	35%	125	Heal LV1	Power Stick/Evil Ring

Tactics01〉〉〉 Consider the units to train

In Max's chapter, the first battle of Chapter 4. The enemy boss, General Elliott, is a formidable opponent, but first, defeat the weaker enemies in front while adjusting the levels of your allies. Basically, you should raise the levels of newly joined units and average out the levels of all allies. However, in Chapter 4, many new allies such as Nasha and Kyoka Q join, and the use of cards becomes possible, so the strategy changes significantly. It's good to train all allies evenly, but it might be time to separate the units you mainly train from those you don't. For example, at this stage, there are already five knights. Of these, it's fine to mainly train three.


Mage Tao
HP 18/18
MP 22/30
EXP 12
Mahoutei こう 36%
こうげき力 21
Defense Power 11
Agility 21
How 5
LV 14
Magic
Blaze 3
Sleeve

←There is also an attachment to the units that have been trained from the beginning.

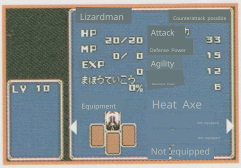


[Elf Slayer] Throwing weapon against Elves
梠/ Especially effective against Elves
Range 1~2

← Kōkichi, who can equip spears, is worth training.

Tactics 02〉〉〉 Gain experience while also obtaining items

When training units, you want to not only gain experience and level up but also be mindful of money and drop items during battles. For example, the Lizardman marked ① that appears on this map has a 30% chance to drop the "Heat Axe" when defeated. This item is a weapon for advanced classes but can be used by anyone and has the effect of "Blaze LV2." It's a very useful item that never gets in the way no matter how many you have. You want to defeat this Lizardman repeatedly and collect as many as possible. Also, once you accumulate money through repeated battles, prioritize purchasing equipment that can only be bought in that chapter, and if you have extra funds, buy bargain items as well.


Lizardman
Counterattack possible
HP 20/20
MP 0/ 0
EXP 0
まほうていこう 0%
Attack 33
Defense Power 15
Agility 12
Movement Power 6
LV 10
Equipment
Heat Axe
Not equipped
Not equipped
Not equipped

← Enemies equipped with the "Heat Axe" have high attack power.

Plusrono
HP
MP
L14
0/14
0/ 0

Use this to fight

Then, gaining experience will also become easier.

Tactics 03〉〉〉 Defeat Elliott with Max

After sufficiently leveling up your allies, finally challenge the decisive battle against General Elliott. First, defeat all surrounding enemies and surround yourself on all sides with units that have high defense. In this state, use magic attacks to reduce his HP, and finish him off with Max at the end. If you do not defeat him with Max, you will not obtain the "Elliott Card." If you fail, you must try again.

Love L14_
HP 3/24
MP 0/ 0
Rag took 10 points of damage

← General Elliott's counterattack is extremely fierce! Recover immediately.

Battle 16 Grand Bartle Great Fortress

Target Level ➜ 15

Victory Condition: Defeat the Hellhound

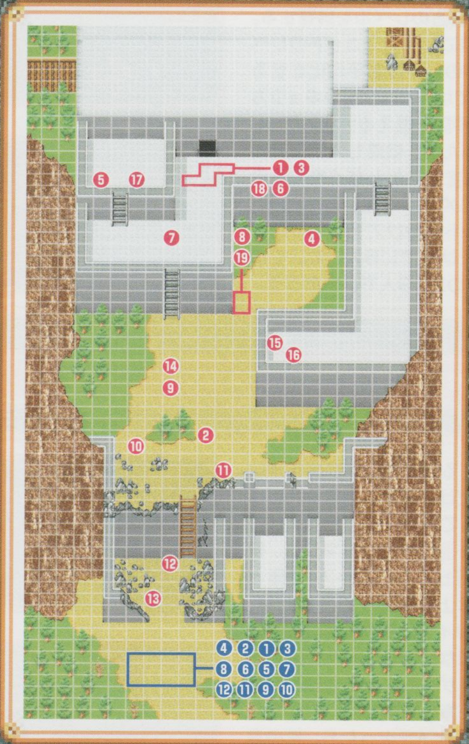
Clear Bonus: 4000 Gold Coins (within 10 turns)

Number of Enemies Appearing 19

Total Money: 2290 Gold Coins

Number of Allied Units: 12

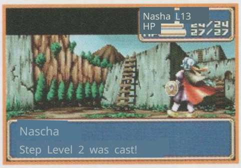
Retreat Location Pao Plain 2



Enemy Name		LV	Attributes	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money
Hellhound (Boss) ❶	1	15	Beast	29	0	28 1		7	13	●	0%	200
	Magic/Special	—				Equipment	—					
Rune Knight ❷	1	15	Centaur	20	0	29	14	6	10	●	0%	140
	Magic/Special	—				Equipment	Power Lance					
Brass Loader ❸、❹	2	14	Turret	14	0	25	15	4	14	×	0%	180
	Magic/Special	—				Equipment	—					
Silver Knight 6-13	9	12	Centaur	20	0	27	15	7	11	●	0%	75
	Magic/Special	—				Equipment	Power Lance					
Pegasus Knight 1-B	3	12	Beastman	18	0	28	16	7	12	×	0%	180
	Magic/Special	—				Equipment	Power Lance					
Priest 1-1	3	9	Human	16	15	26	9	5	10	×	35%	125
	Magic/Special	Heal LV1				Equipment	Power Stick/Evil Ring					

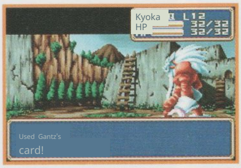
Tactics01〉〉〉 Strategy changes drastically

With Nasha and Kyoka Q joining the party, the strategy in subsequent battles changes significantly. In this battle, previously, there would have been a huge traffic jam near the ladder close to the allies' initial deployment. However, by using Nasha's "Step" to increase allies' movement and Kyoka Q's card command "Move" to allow specific units to act again, you can pass through easily. From now on, consider Step and Move as basic strategies. Also, make good use of other support magic and equipment such as "Quick" (speed increase) learned by Low and Chip, and "Power Ring" or the similar effect "Attack" (attack power increase).



Nascha
Step Level 2 was cast!

← Nasha can earn experience points just with this support magic.

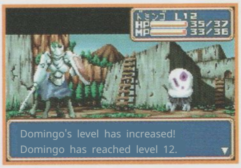


Used Gantz's
card!

← Re-acting by Move is convenient. It even feels a bit unfair.

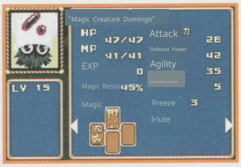
Tactics02〉〉〉 Use Domingo as a decoy

No matter how perfect the strategy is, it's meaningless if the decoy that draws the enemy's attacks is useless. Until now, Max has often taken on the role of the decoy, but from this battle onward, Domingo will take over. Domingo's HP and defense become extremely high, but since he belongs to the magic unit, he is more likely to be targeted right after Max and Nasha. Moreover, Domingo's movement type is hovering, so although not as much as flying units, he is less affected by terrain. Of course, Domingo's initial level is 1, and at this point, his abilities are not that high. However, by the time he reaches level 10, his defense should be higher than any other unit's.



Domingo's level has increased!
Domingo has reached level 12.

← First, level up Domingo by all possible methods.

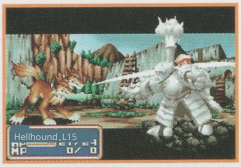

"Magic Creature Domingo"

HP 47/47
MP 41/41
EXP 0
Magic Resistance 45%
Attack 26
Defense Power 42
Agility 35
Movement Power 5
LV 15
Magic
Freeze 3
Iriute

← When reaching level 15, HP and defense will rise up to this point.

Tactics 03〉〉〉 Defeat the Hellhound with Gantz

Defeating the Hellhound with Gantz will grant you the "Hellhound Card." It is tough to defeat it with Gantz just after he joins, but after training him using Move and Step, it becomes easy. The question is whether to include Gantz in battles from this point onward. If you can compensate his movement with magic or equipment, he can fight well as a first-team member...



← The steam-blowing attack motion is worth seeing at least once.

Bottle 17 Granbartle Port

Target Level → 16

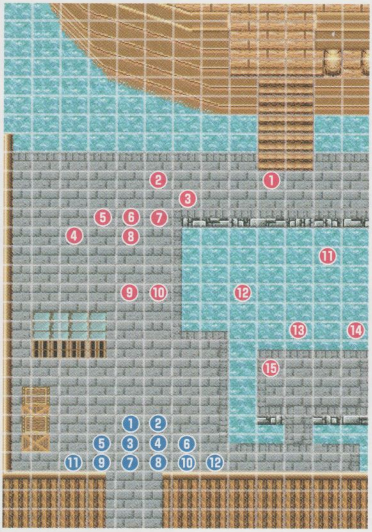
Victory Condition: Defeat Barbazark

Clear Bonus: Merman Buster (within 8 turns)

Number of enemies appearing: 15

Total Money: 4,485 Gold Coins Number of Allies Deployed 12

Retreat Location: Granbartle Port



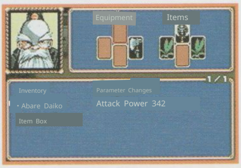
	Enemy Name	Number	LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money
	Barbazark (Boss) 1	1	20	Human	65	0	34	18	5	20	●	0%	520
		Magic/Special	—					Equipment		Steel Sword			
	Blue Dragon ❷	1	7	Dragon	25	0	30	27	3	15	●	0%	1000
		Magic/Special	—					Equipment		—			
	Hellhound ❸、❹	2	15	Beast	29	0	28	19	7	13	●	0%	200
		Magic/Special	—					Equipment		—			
	Brass Loader 6-7	3	14	Turret	14	0	25	15	4	14	×	0%	180
		Magic/Special	—					Equipment		—			
	Priest ❽	1	9	Human	16 15		26	9	5	10	×	35%	125
		Magic/Special	Heal LV1					Equipment		Power Stick/Evil Ring			
	Silver Knight 9. 1	2	12	Centaur	20	0	27	15	7	11	●	0%	75
		Magic/Special	—					Equipment		Power Lance			
	Seabat ⑪〜⑮	5	12	Flight	20	0	20	14	7	14	×	0%	350
		Magic / Special	—					Equipment		—			

Tactics01〉〉〉 Fight by Strategically Equipping

The final battle of Chapter 4 is the battle against Barbazark at Granbartle Port. The key points are to be mindful of job changes and also to develop your allied units, as well as Ernest's development explained in Tactics02. Additionally, if you want to efficiently defeat enemies in this battle, you can equip weapons with special effects considering the enemy's attributes. For the noisy, flying Sea bat, "Inazuma" is effective; for Hellhound with high HP and defense, "Yamatsunami" works well; and for Brass Loader, which has a 3-tile range, "Abare Daiko" is effective. However, the drawback is that only Warriors or Magic Warriors can equip these weapons. Also, since attacks with these weapons can defeat enemies in one hit, they might not be suitable for gaining experience points.

はとば
ちけいこうか
0%
アーネスト L 8
HP 24/24
MP 0/ 0
Seab L12
HP 20/20
MP 0/ 0

← Aim for a job change, keep fighting repeatedly.



Attack Power 342

← If you have changed to an advanced job as a Magic Warrior, you can equip any weapon.

Tactics 02〉〉〉 Defeat Barbazark with Earnest

If you defeat Barbazark with Earnest, you can obtain a card, but you need to train Earnest himself beforehand. Also, as you raise Earnest, you will notice that his parameter growth is not bad. He is a unit worth adding to the first team instead of Ken or May.

Earnest L15
HP 29
0/ 0

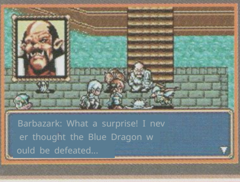
Defeated Barbazark!

← Depending on how he is raised, he can become a huge figure. Ken's position is in jeopardy!?

TOPICS Nasha's Job Change and Curing

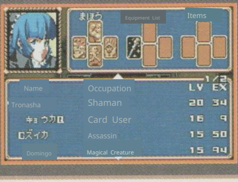
In this battle, if you retreat from combat, you will be immediately returned to the nearby church. There is also an item shop nearby, so you can smoothly execute the flow of battle → retreat → item replenishment. If you have units you want to train, not just Ernest, you should train them here until you are satisfied. If possible, have two or three units change classes here. Which units to change classes is up to the player, but support magic is

Only Nasha, who can earn experience points endlessly, should definitely be allowed to change jobs. To put it extremely simply, by repeatedly starting the battle → stepping → retreating, you can quickly reach level 20. By the way, the enemy Blue Dragon always drops "Curing" when defeated. Since it is the only equipment that prevents poison, you want to defeat it multiple times to obtain several.



Barbazark: What a surprise! I never thought the Blue Dragon would be defeated...

← Defeating the Blue Dragon also triggers a special conversation event.



Name	Occupation	LV	EX
Tronasha	Shaman	20	34
キョウカロ	Card User	16	9
ロズイカ	Assassin	15	50
Domingo	Magical Creature	15	94

←At least Nasha should change jobs here Want to make it so.

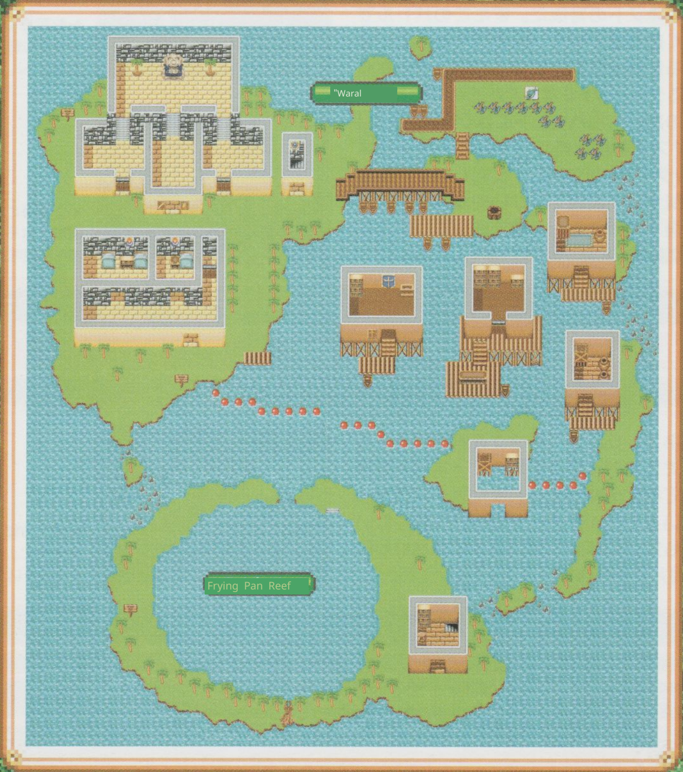
Years old

Chapter 5

The Mystery of the Undersea Temple

Max, who finally obtained the long-awaited ship, set sail on the vast ocean. However, during the journey, he was attacked by monsters and ended up reaching the southern island of Waral.

Area MAP



Overall MAP

Area Features

The vast ocean spreading between the Eastern and Western continents. The island nation located in its center is Waral. Although a monarchy is established, everyone except the king lives leisurely, and humans and mermaids coexist peacefully. The main industry is tourism, and the largest tourist attraction is the huge atoll Frypan Reef on the southern side of the island. However, in recent years, an abnormal situation has occurred where seawater flows into the center of this atoll.

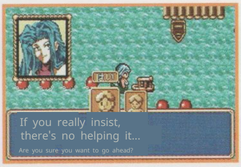
Chapter 5 Progress Flowchart

	Event	MAP	Allies
063	Attacked by monsters at sea	**Battle18** (→P110)	
064	Drift ashore at Waral	Waral	
065	Go outside the buoy	Waral	
066	To Frypan Reef	Waral	
067	Talk to the priest	Frying Pan Reef	
068	Following Adam to the Ruins	**Battle19** (→P112)	
069	Memory Spring Event 2	Frying Pan Reef	
070	Return to Waral	Waral	
071	Recruit Hanzou	Waral	Hanzou
072	Meet the King and Set Out on the Journey	**Battle20** (→P114)	

Chapter 6 To (P116)

From Waral to Frypan Reef

According to the stories from the islanders, there is a huge atoll called Frypan Reef to the south of Waral. A hole has opened in the center of it, causing seawater to flow in and making the tidal currents abnormally fast. Also, according to the adventurer Boken who appeared on the island, Waral Island itself is situated on top of something like a huge ruin. To get from Waral to Frypan Reef, you travel by small boat over the sea and can go by talking to Sherla near the buoy. However, be careful because once you go there, you cannot return to Waral.



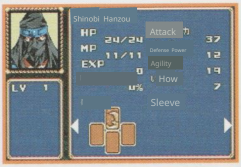
If you really insist, there's no helping it...

Are you sure you want to go ahead?

← Prepare yourself before answering "Yes".

Shinobi Master "Hanzou"

In Chapter 5, you can only recruit one companion. However, that one companion, Hanzou, does not appear easily. He appears after the battle at the Underwater Temple (P112). After returning from Frypan Reef to Waral, read the signs numbered ① to ③ on the map on pages 108 and 109, then examine the box ④ next to the priest in the church. Finally, check the fish mark ⑤ near the place where Boken appears, and only then will he finally appear. Be careful because once you leave the island, you cannot recruit him again.



Shinobi Hanzou

HP 24/24

MP 11/11

EXP 0

LV 1

Attack 37

Defense Power 12

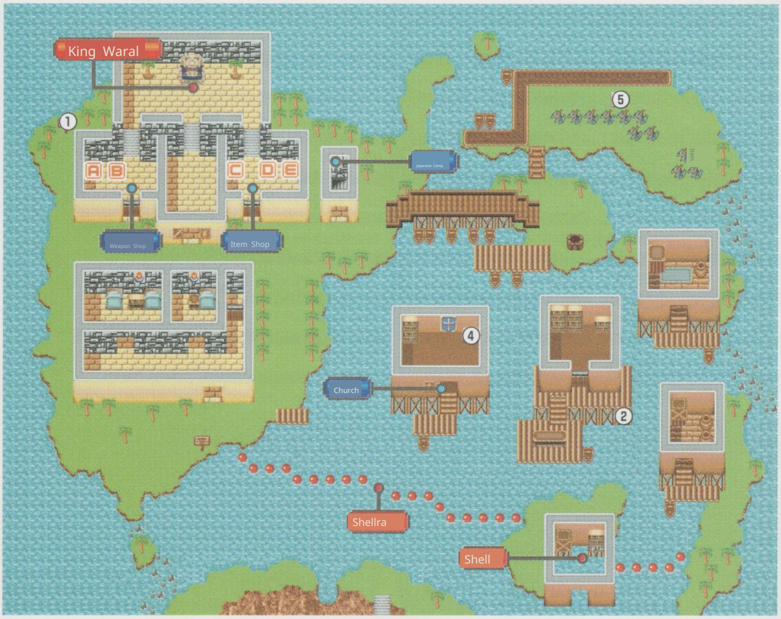
Agility 19

How 7

Sleeve

◆The initial level is 1, but possesses astonishing strength.

Town Guide 07 Waral


King Waral
①
A
B
C
D
E
Japanese Camp
Weapon Shop
Item Shop
⑤
④
Church
②
Shellra
Shell

※If you investigate the locations marked with numbers on the map in order, the hidden character "Hanzou" will appear (③ is on the next page)

■Waral

Medicinal Herb	10
Recovery Drink	50
Antidote Herb	20
Angel Feather	40
Wind Ring	2000

Weapon Shop

Steel Sword	2500
Power Spear	900
Steel Lance	3000
Battle Axe	2600
Power Stick	500
Robin's Arrow	3200

Before going to Frypan Reef

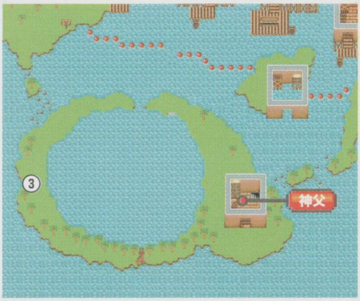
As mentioned earlier, if you talk to the mermaid Sherla near the buoy, you will be able to go to Frypan Reef. However, once you proceed to Frypan Reef, you will not be able to return until the next battle (Battle 19) is completed.

■Contents of Treasure Chests (5 items) Day~Day

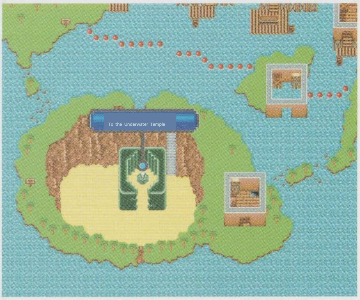
A Blessing Candy
B Idaten's Ring
C Energy Bread
D Milk of Protection
E Heavy Mace

Town Guide 02 Frying Pan Reef ~ Underwater

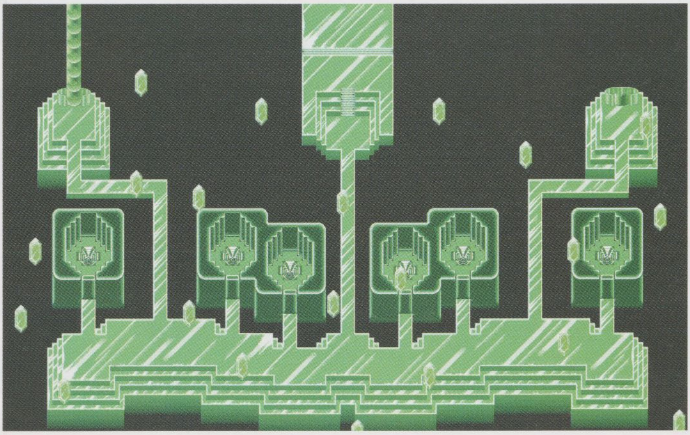
Frying Pan Reef (Normal)



Frying Pan Reef (After Event)



"Underwater Temple



Map Changes

After Max talks with the priest and goes outside, a mechanical soldier (Adam) can be seen in an event. After that event, when you move north on the map, a large earthquake occurs, and the map changes as shown on the upper right. You will then be able to access the Undersea Temple.

Recording and job changes are also possible

There is no church in Frypan Reef, but the priest is inside the only building. From now on, he will handle saving and job changes, so you can feel at ease. However, during the event on the left, he is asleep. After clearing Battle 18 or retreating midway, he will respond normally.

Battle Day 1 Shipboard Battle 1

Target Level ➜ 16

Victory Conditions: Defeat all enemies

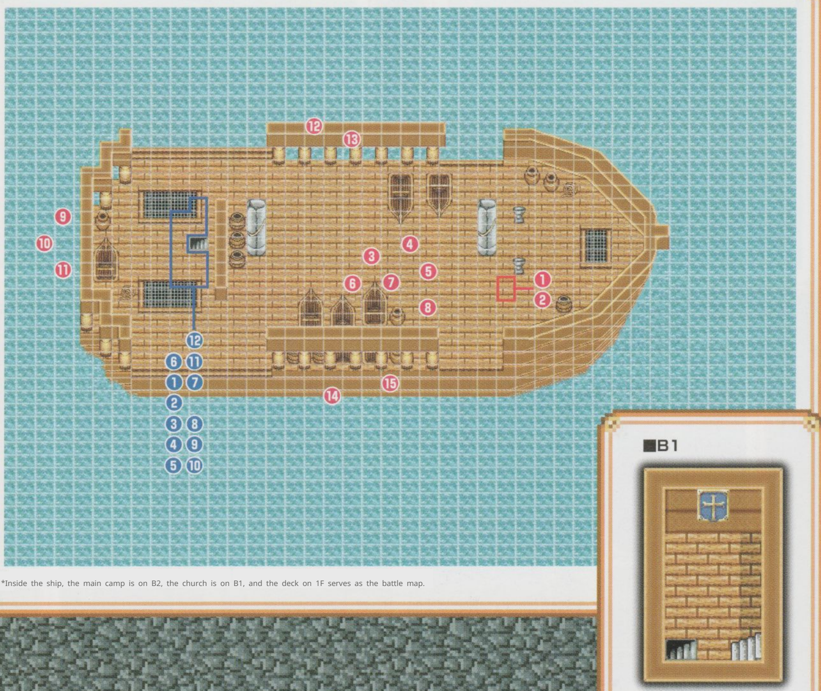
Clear Bonus: 5000 Gold Coins (within 8 turns)

Number of enemies appearing: 15

Total Money: 3460 Gold Coins

Number of Allies Deployed: 12

Retreat Location: Inside the Ship

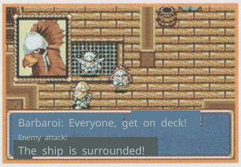


*Inside the ship, the main camp is on B2, the church is on B1, and the deck on 1F serves as the battle map.

	Enemy Name	Number	LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resist	Money
	Stormrooper ❶、❷	2	14	Aquatic	25	0	25	16	6	23	●	0%	210
		Magic/Special	—					Equipment	—				
	Missile Shell ❸〜❽	6	13	Aquatic	21	0	22	14	6	16	×	0%	180
		Magic / Special	—					Equipment	—				
	Pegasus Knight 9~1	3	12	Beastman	18	0	28	16	7	12	×	0%	180
		Magic/Special	—					Equipment	Power Lance				
	Seabat ⓬〜⓯	4	12	Flying	20	0	20	14	7	14	×	0%	350
		Magic/Special	—					Equipment	—				

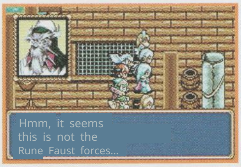
Tactics01 〉〉 Let's clear it in one battle

After finishing Chapter 4 and the conversation event involving Max, Nasha, and Mei, the battle starts immediately. If you have not prepared your formation from the previous battle, retreat from the battle and withdraw to the ship. Prepare at the main camp on B2, save at the church on B1, and then go out to the deck to start the battle again. To receive the bonus, you need to clear it quickly, but it is best to clear it in one battle and proceed to the next scenario as soon as possible. Since there are no item shops or weapon shops on the ship and the enemy levels are not very high, it is also not suitable for experience farming.



Barbaroi: Everyone, get on deck!
Enemy attack!
The ship is surrounded!

← When the birdman couple warns of danger, the battle begins.

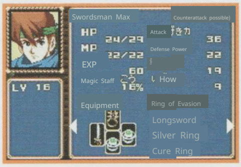


Hmm, it seems
this is not the
Rune Faust forces...

← It seems this is not the Rune Faust army.

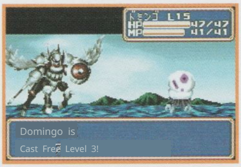
Tactics 02〉〉 Defeat flying units with bows or magic

There are no particularly strong enemies in this battle, but the Storm Roper and Missile Shell, which poison allies, are troublesome. As a countermeasure, the "Curing" obtained by defeating the Blue Dragon in the previous battle is useful. If you have multiple, equip them to all frontline units. If you do not have it, be sure to prepare Row, who can use Antidote, or "Antidote Herb." Also, if aiming for the clear bonus, countermeasures against flying units around the ship are important. Lure them out as decoys and defeat them reliably with magic or arrows. Domingo is convenient as he can serve both as a decoy and an attacker.



Swordsman Max
Counterattack possible)
HP 24/29
MP 22/22
EXP 60
Magic Staff こう 16%
LV 16
Attack きカ 36
Defense Power 22
19
How 9
Equipment
Ring of Evasion
Longsword
Silver Ring
Cure Ring

← Equip all units adjacent to enemies.

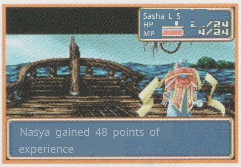


ドミンゴ L15
HP 47/47
MP 41/41
Domingo is
Cast Free Level 3!

In battles like this, Domingo plays an active role.

Tactics 03〉〉 Only Nasha can earn experience points

Even in battles like this, Nasha can earn experience points. If you limit the participating members to only Max and Nasha, and repeatedly cast Attack followed by an immediate retreat, it will work well. It's also convenient that the church is close to the battle map. Since Nasha's high level is never a problem, I recommend trying this if you have enough time.



Sasha L 5
HP /24
MP 4/24
Nasya gained 48 points of experience

← If you keep playing, you can raise Nasya's level as much as you want.

Battle 19 The Road to Metaphor

Target Level →

Victory Condition Defeat the Master Mage

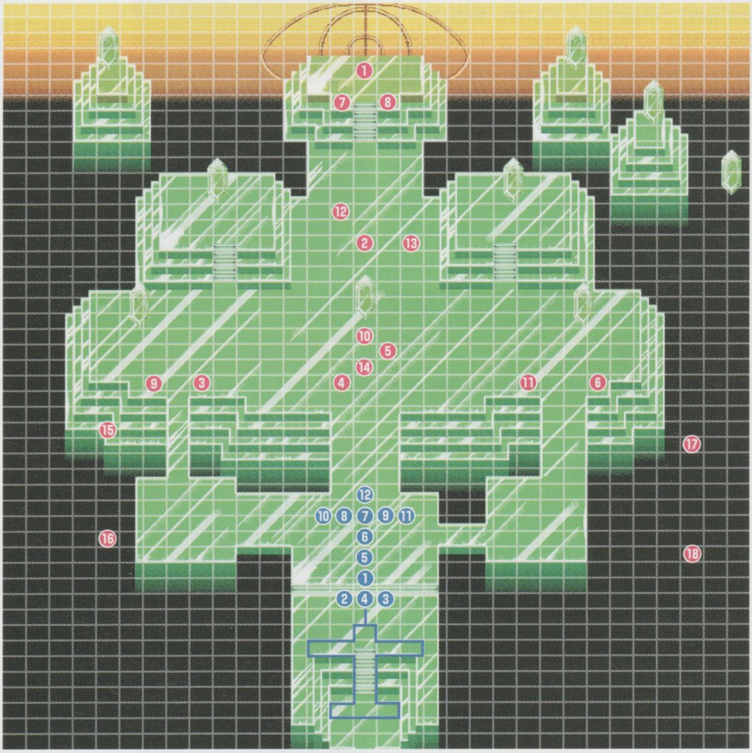
Clear Bonus 6000 Gold Coins (within 10 turns)

Number of Enemies: 18

Total Money 4920 Gold Coins

Number of Allies Deployed 12

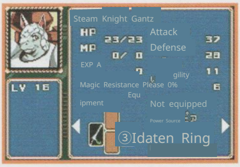
Retreat Location Frypan Reef



Enemy Name		LV	Attributes	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money
Master Mage (Boss) ❶	1	16	Human	22	30	25 22		5	26	×	60%	420
	Magic / Special	Freeze LV2					Equipment	Staff of Protection				
Skeleton ❷~❻	5	17	Dead	20	0	23	22	6	7	●	0%	240
	Magic / Special	—					Equipment	Longsword / Ring of Protection				
Hellhound ❼~⓫	5	15	Beast	29	0	28	19	7	13	●	0%	200
	Magic / Special	—					Equipment	—				
Worm ⓬~⓮	3	14	Aquatic	17	0	27	16	4	16	●	0%	300
	Magic/Special	—					Equipment	—				
Seabat ⓯~⓲	4	12	Flying	20	0	20	14	7	14	×	0%	350
	Magic / Special	—					Equipment	—				

Tactics 01〉〉〉 How to Fight Immediately After Battle Starts

Chapter 5 features the largest battle. The battle map is wide, and the enemies that appear are diverse. You will want to fight here multiple times to strengthen your main units. First, regarding the movements immediately after the battle starts, the basic strategy is as described in Battle 16. Use Nasha's "Step" and Kyoka Q's card command "Move" to avoid congestion near the stairs. One additional note: in this battle, Max is positioned quite far back, so it is likely he won't be able to advance on the first turn. If you want to move him forward, it's good to equip the "Idaten Ring" obtained from Warlal.


Steam Knight Gantz
HP 23/23
MP 0/ 0
EXP
LV 16
Attack 37
Defense 28
gility 11
Magic Resistance Please 0%
Equipment
Not equipped
6
③Idaten Ring

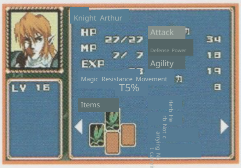
As long as you have this ring you can even get Gantz into the first army.

Terrain Effect
HP 25/
128/20
L15
HP 25/25
MP 0/ 0

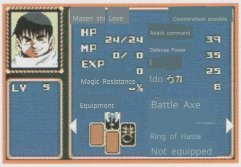
You want to cast Step on as many units as possible.

Tactics02〉〉 Fight repeatedly and have your allies change classes

As mentioned earlier, here you want to repeatedly fight and train your units. By now, about one-third of your main units can be changed to another class. Of course, you want to do this after reaching level 20, but except for extremely late-blooming types like Arthur and Zuika, it's okay to consider it if they are level 17 or 18. Ultimately, the decision is up to the player, but the important thing is that a unit's abilities will drop after changing class. Also, remember that parameters hardly grow unless the unit reaches at least level 6 after changing class. Avoid changing the entire party's classes at once, as it will cause a significant drop in combat power.


Knight Arthur
HP 27/27
MP 7/ 7
EXP
LV 16
Attack 34
Defense Power 18
Agility 19
Magic Resistance Movement 8
T5%
Items

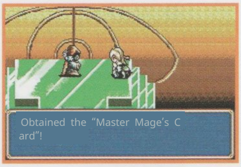
If EXP is 90 or more, use "Herb" to level up.


HP 24/24
MP 0/ 0
EXP 0
LV 5
Counterattack possible
Attack command 39
Defense Power 35
25
Magic Resistance 6
Equipment
Battle Axe
Ring of Haste
Not equipped

← After changing jobs, abilities drop so cover with weapons suitable for advanced classes.

Tactics 03〉〉〉 Defeat the Master Mage with Mei

To obtain the card of the boss Master Mage, you need to deliver the finishing blow with Mei. The Hellhounds on both sides of the Master Mage are a nuisance, but if you use Kyoka Q's "Move" to let Mei act again, you can acquire it relatively easily. If you want to be extravagant, the "Staff of Protection" that the Master Mage drops with a 20% chance is also desirable.


Obtained the "Master Mage's Card"!

← Obtaining the card itself is not that difficult.

Bottle 20 Ship Battle 2

Target Level → 18

Victory Condition: Annih ate all enemies

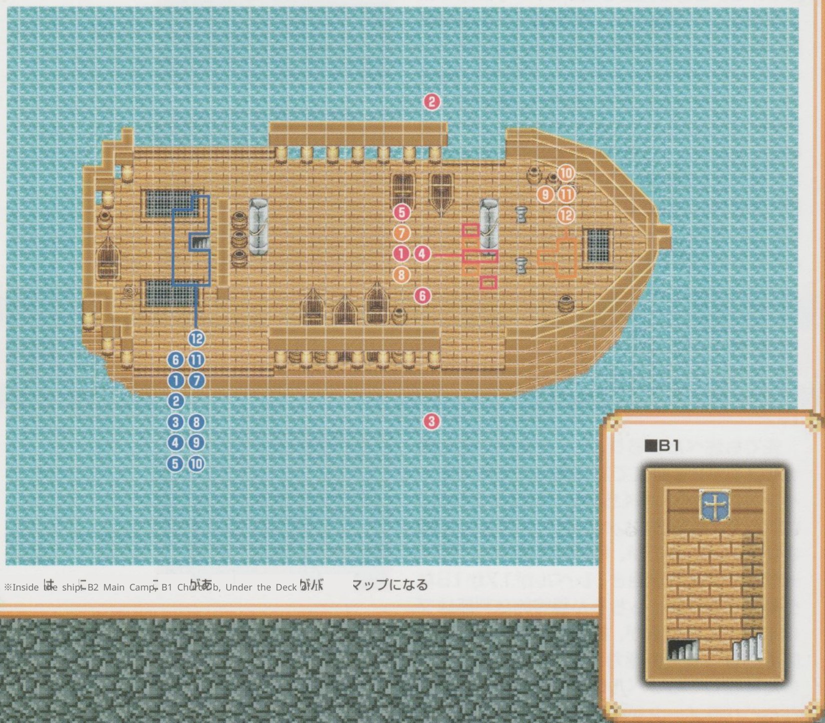
クリ Field Technique 19

Children Evening 1 (within 6 evenings)

Number of Enemies Appearing 12 (6+6)

お Total Go Coins 3620 Number of Participants 2

Retreat Location: Insid the Ship

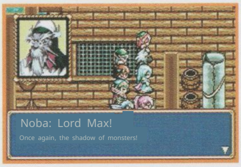


※Inside the ship: B2 Main Camp, B1 Church, Under the Deck マップになる

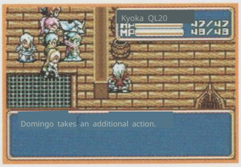
Enemy Name		Number	LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money
	Another Worker Origin ❶	1	18	ying	8	12 2		18	6	20	×	0%	350
		Magic/Special		イリ ー 1ブしVI				Equipment		—			
	Pegasus Knight ❷、❸	2	14	Beastman	22	0	30	18 7 14			×	0%	220
		Magic/Special		—				Equipment		ノmiu ラ			
	シーバット ❹	1	12	Flying	20	0	20	14	7	14	×	0%	350
		Magic/Special		—				Equipment		—			
	Missile Shell ❺、❻	2	13	Aquatic 21		0	22	14	6	16	×	0%	180
		Magic/Special		—				Equipment		—			
	below ❼ Reinforcement, O	4	12	Flight 20		0	20	14	7	14	×	0%	350
		Magic/Special		—				Equipment		—			
	Missile Shell ❾ Increase~Day	4	13 Aquatic		21	0	22	14	6	16	×	0%	180
		Magic/Special		—				Equipment		—			

Tactics01 〉〉 The basic tactics are the same as Battle 18

Max's party, having left Waral and heading toward Prompt, is once again attacked by sea monsters. The naval battle is almost the same as Battle 18. The battle map and the ship interior map, which serves as the retreat location, are exactly the same, so the basic strategy can remain unchanged. Prepare "Curing" and "Antidote Herb" to counter Missile Shells, and use Domingo to defeat the enemy flying units. The major differences from last time are that enemy reinforcements will appear, and there will likely be allies available for experience farming. Each of these points is explained below, so please refer to them. Experience farming is exemplified with Hanzou, but the same applies to units after class change.


Noba: Lord Max!
Once again, the shadow of monsters!

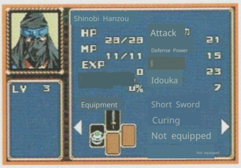
← Max and the others are once again attacked by monsters.


Kyoka QL20
HP 47/47
MP 48/48
Domingo takes an additional action.

← If you want to make them act again, start with strategically important units in order.

Tactics 02 〉〉 Gain experience with a small elite group

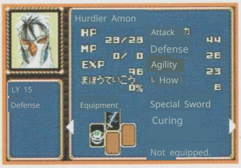
Before clearing the battle, you want to gain experience for units level 10 or below, starting with Hanzou. This also applies to units after changing jobs. If you limit the members participating at this time to Max, Nasha, Kyoka Q, and about 2 to 3 units you want to level up, you can efficiently gain experience.


Shinobi Hanzou
HP 28/28
MP 11/11
EXP 0
0%
LV 3
Attack 21
Defense Power 15
23
Idouka 7
Equipment
Short Sword
Curing
Not equipped
Not equipped

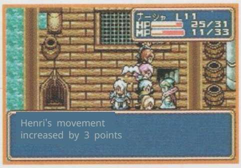
← For the too strong Hanzou, deliberately give him a weak weapon.

Tactics 03 〉〉 Make reinforcements appear early

The most troublesome aspect of this battle is the randomly appearing enemy reinforcement units. Reinforcements appear on the next turn when allied units approach within 4 squares of Gargoyle 1. At the same time, the Gargoyle is also lured out and attacks. This is fine for gaining experience points, but to earn the clear bonus, you must eliminate all enemies, including these reinforcements, within 6 turns. Therefore, use powerful flying units (Amon and Domingo are recommended) to take another action and use them as decoys to trigger the reinforcements within 3 turns. Of course, make sure the decoy units do not become isolated by applying steps to other allies as well.


Hurdler Amon
HP 28/28
MP 0/ 0
EXP 96
まほうていこう 0%
LY 15
Defense
Attack 44
Defense 26
Agility 23
How 6
Equipment
Special Sword
Curing
Not equipped.

← It is convenient to have two decoys. The poison countermeasure "Curing" is essential.


ナーシャ L11
HP 25/31
MP 11/33
Henri's movement increased by 3 points

← For the later units, also increase movement with Nasha's "Step".

Year

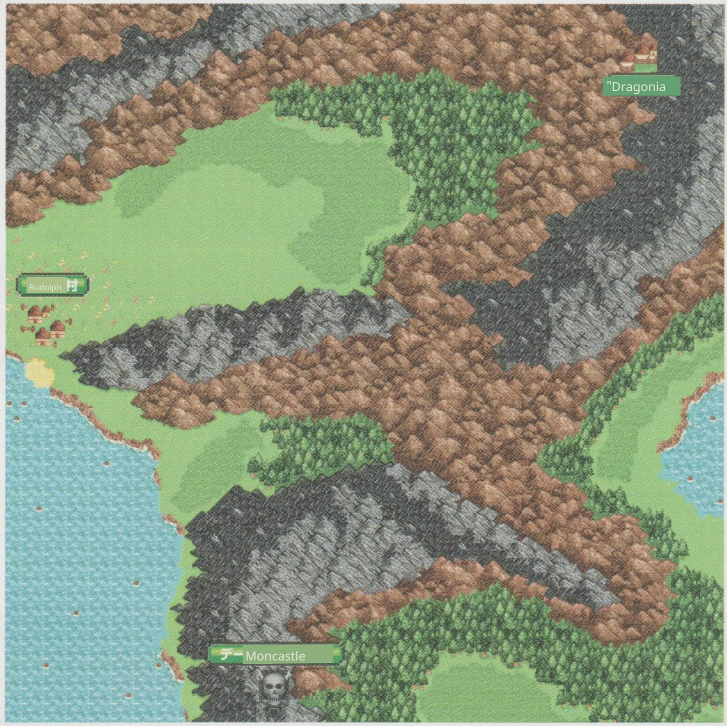
Mountain

Chapter 6

Battle of the Dragon Country

Max and the others, drifting on a ship damaged by a monster attack, washed ashore at a certain village. However, there were only children and elderly people there.

Area MAP



Overall MAP

Area Features

The rugged mountainous region spreading across the northern part of the Eastern Continent. Here lies Dragonea, where the divine dragon has dwelled since ancient times, and Rudol Village, which was formed by people who worship the divine dragon. However, the divine dragon has gradually disappeared over the years, and along with it, the adults abandoned the village. Also, although it was not present when first visiting this land, at the foot of the tall mountain leading to Prompt, a tower later called Demon Castle appears.

Chapter 6 Progress Flowchart

	Event	MAP	Allies
073	Drifted ashore at Rudol Village	Rudol Village	
074	Talk with Karin	Rudol Village	
075	Talk with Kurin	Rudol Village	
076	Recruit Lyle and Musashi	Rudol Village	Lyle Musashi
077	Outside the village	Battle21 (→P120)	
078	Talk to Baryu in Dragonia	Dragonia	Valyu
079	Talk with Cain	Dragonia	
of the day	Prepare at the main camp and go outside	Battle22 (→P122)	
081	After the battle, talk with Cain again	Dragonia	
082	Dark Sol appears	Dragonia	
0 Day 3	Talk with Karin	Rudol Village	
084	Talk with Kurin	Rudol Village	
085	Farewell to the Children (Outside the Village)	Battle23 (→P124)	
086	Enter the Demon Castle	Battle24 (→P126)	

Lyle

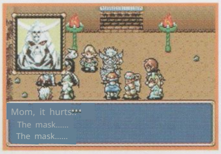
Musashi

Valyu

Chapter 3 To (P128)

An Event Approaching the Core of the Story

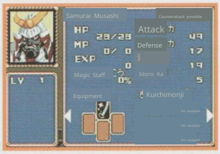
In Dragonia, a decisive battle takes place between Max and Cain, the Silver Knight Captain of the Rune Faust Army. On this sacred land, an important event unfolds that approaches the core of the story. Who exactly is Cain? We want players to find out with their own eyes.


Mom, it hurts•••
The mask......
The mask......

Defeated by Max ←
Takain's mask
shattered......

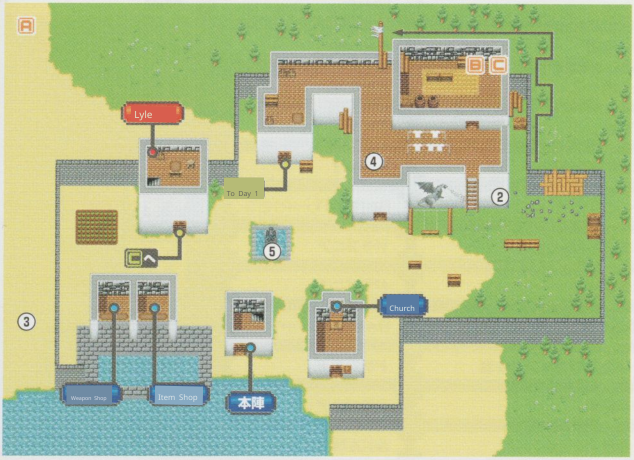
The Strongest Mononofu "Musashi" Appears!

Following Hanzo, the strongest ally Musashi makes his appearance. To recruit him, investigate the nameplates and bronze statues marked on the map on P 118 in order. Just follow the numbers in sequence. However, be careful when choosing the route to reach the nameplate located outside the town.


Samurai Musashi
Counterattack possible
HP 28/28
MP 0/ 0
EXP 0
LV 1
Attack 49
Defense 17
Agility 19
Idoro Ka 5
Magic Staff 0%
Equipment
Kuichimonji
Not equipped
Not equipped
Not equipped

←Strongest from the beginning
Equipped with the "Kikuichimonji".

Town Guide 07 Rudol Village



※ If you investigate the numbered locations on the map in order, the hidden character "Musashi" will appear.

※ Exit from the town and follow the arrows along the wall to reach places with treasure chests and signboards.

Rudol Village

Item Shop

Medicinal Herb	10
Recovery Drink	50
Antidote Herb	20
Angel Feather	40

"Weapon Shop

Steel Sword	2500
Chrome Lance	4500
Battle Axe	2600
Staff of Protection	3200
Robin's Bow	3200
Holy Mace	4000

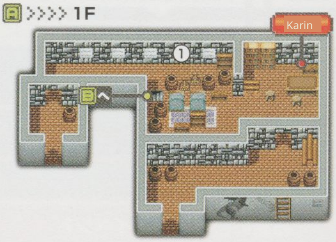
■Contents of Treasure Chest (3 items) Day ~C

A Lyle's Card

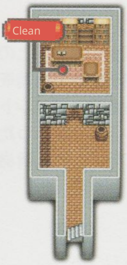
©Seija no Tsue

Recovery Only

A >>>> 1F

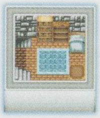


B >>>> B1



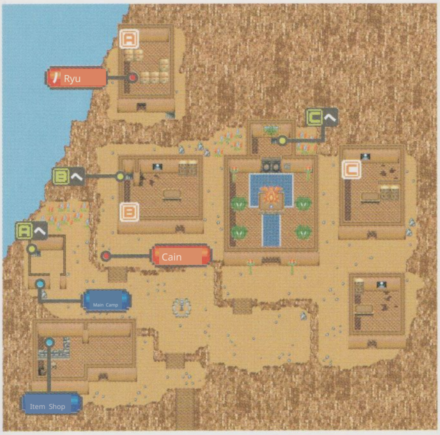
C >>>> 1F/2F

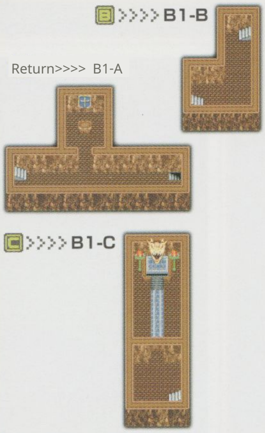
■1F



■2F

Town Guide 02 Dragonia





Dragonia

Medicinal Herb	10
Recovery Drink	50
Antidote Herb	20
Angel Feather	40

■Contents of Treasure Chests (3 items) Sun ~ Mouth

Times Megumi's Candy

C Broadsword

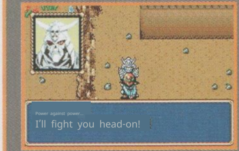
B Halberd

Cannot return to Rudol Village

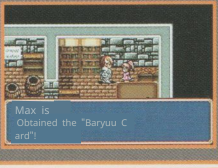
After clearing Battle 21 (P120), you will be forcibly moved to Dragonia. You will not be able to return to Rudol Village until you clear the next battle, so make sure to prepare beforehand.

When you recruit Baryuu...

When you recruit the last divine dragon Baryuu, Cain will appear afterward and challenge Max to a decisive battle. Once you enter the main camp and then leave, the battle will begin, so if you want to buy items, be sure to stop by the item shop before entering the main camp. Also, don't forget to include new allies such as Baryuu, Lyle, and Musashi, who joined in Rudol Village, in your party formation. By the way, the "Baryuu Card" can be obtained by returning to Rudol Village and talking to Karin after the decisive battle with Cain.


Power against power...
I'll fight you head-on!

← Cain desires a head-on confrontation. His confidence is evident.


Max is
Obtained the "Baryuu Card"!

← You can also raise Baryuu after receiving the card.

Battle 21 The Road to Dragonia

Target Level → 19

Victory Conditions: Defeat the Dullahan or reach Dragonia

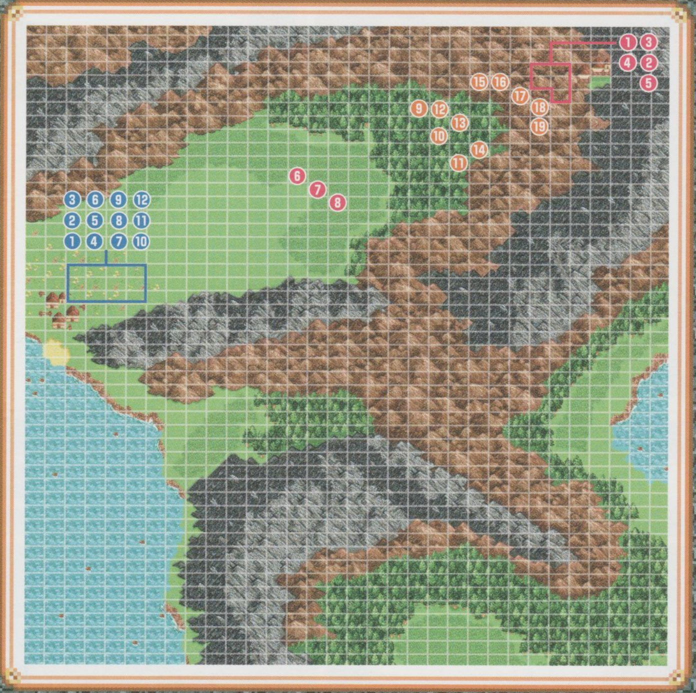
Clear Bonus: 7,000 Gold Coins (within 10 turns)

Number of Enemies: 19 (8+11)

Total Money: 6,380 gold coins

~~Number of Allies Deployed~~: 12

Retreat Location: udolf Village



	Enemy Name	[illegible]	LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money
	Dullahan (Boss) ❶	1	18	Dead:	22	0	37	28	5	13	●	20%	600
		Magic/Special		—				Equipment		Broadsword			
	Master Mage ❷	1	16	Human	22	30	19	13	5	26	×	60%	420
		Magic / Special		Freeze LV2				Equipment		Power Stick			
	High Priest ❸	1	15	Human	20	30	23	14	6	13	×	40%	300
		Magic/Special		Heal LV3				Equipment		Power Stick			
	Brass Loader 4-8	5	14	Turret	14	0	25	19	4	14	×	0%	180
		Magic/Special		—				Equipment		Ring of Protection			
	Master Mage Reinforcement ❾〜⓫	3	16	Human	22	30	19	13	5	26	×	60%	420
		Magic/Special		Freeze LV2				Equipment		Power Stick			
	Worm Reinforcement 1 ~ 1	3	14	Aquatic	17	0	27	16	4	16	●	0%	300
		Magic/Special		—				Equipment		—			
	Golem Reinforcement 1~19	5	16	Giant	17	0	32	28	4	16	●	0%	400
		Magic / Special		—				Equipment		—			

Tactics 01〉〉〉 The basic strategy is to fight with units strong in the forest

The battle unfolds on the road from Rudol Village to Dragonia. The area map is directly used as the battle map, but the main battlefield is only the upper half of the map. Even so, it is quite large and includes mountains and forests, so basically, fight with units that have high mobility and are strong in forests, such as Zappa, Dianne, and flying units. However, if you want to train newly joined allies like Lyle and Musashi, equip them with the "Idaten Ring" and cast the Step magic to increase their mobility. Fight several times to level up your allies, and finally, aim for the clear bonus by quickly finishing the battle.

Saka
10%
Hanzo L10
HP
MP
18/18

← Hanzo also has high mobility and is active even on such maps 。

Thicket
15%
ムサシ L 1
HP 28/28
MP 0/ 0
Brass Loader L14
HP 14/14
MP 0/ 0

← Musashi is strong but has poor mobility. Support him with Step.

Tactics 02〉〉〉 Defeat the reinforcement units as they lie in wait

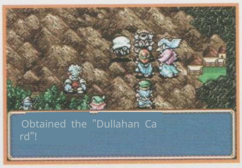
When allied units approach within 7 squares of Brass Loaders ④⑤, enemy reinforcements will appear. The condition for reinforcements to appear is not based on turns, so no matter how long you wait, they will not appear. Also, it is very dangerous if only one ally is isolated among the enemies at this time. Gather your allies before the reinforcements appear. Reinforcements will not appear while allies are positioned at the spawn points, but keep in mind that they may appear after allies move away. Among the reinforcements, it is more effective to defeat Master Mages and Worms with direct attacks, and Golems with magic. Especially prioritize defeating Master Mages before they can launch magical attacks.

[Ikoroka
ザッパ L18
HP 23/23
MP 0/ 0

← Zappa is strong in forests, but tends to get isolated in the enemy's direct line, so be careful.

Tactics03〉〉〉 Defeat the Dullahan with Domingo

The boss Dullahan drops a card when defeated by Domingo. It is no problem if Domingo defeats him alone, but be careful if other units reduce his HP first. The Dullahan has very high attack power and counterattacks. The probability of counterattack depends on the level difference with the opponent, so if you attack with a unit that has just changed class and is below level 10, there is a high chance of being counterattacked.


Obtained the "Dullahan Card"!

🡄 Boss cards can only be obtained once, so be cautious.

#2 Scenario & Map Guide

Scenario & Map Guide

Batt1z 22 Dragonia

Target Level 20→

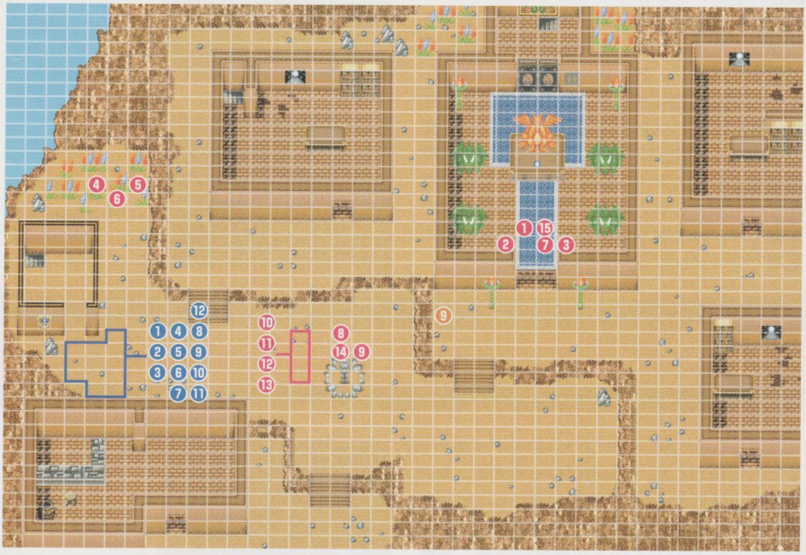
Victory Condition: Defeat Cain

Clear Bonus Ogre Slayer (Within 12 Turns)

Number of Enemies Appearing 15

Total Money: 6910 Gold Coins Numb of Allies Deployed: 12

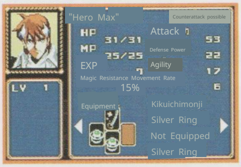
Retreat Location: Dragonia



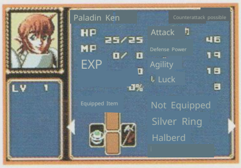
Enemy Name	Number	LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money
Kain (Boss) ❶	1	25	Demon	70	0	43	30	6	29	●	10%	1200
	Magic/Special		—				Equipment		Dark Sword			
Dullahan ②, ③	2	18	Dead:	22	0	37	28	5	13	●	20%	600
	Magic/Special		—				Equipment		Broadsword			
Gargoyle ❹~❻	3	18	Flight	18	12 29		18 6		20	×	0%	350
	Magic/Special		Illute/Blaze LV1				Equipment		—			
Master Mage ⑦~9	3	16	Human	22	30	19	13	5	26	×	60%	420
	Magic/Special		Freeze LV2				Equipment		Power Stick			
Golem ❿~⓭	4 16		Giant	17	0	32	28 4		16	●	0%	400
	Magic/Special		—				Equipment		—			
High Priest 14. 15	2	15	Human	20 30		23	14	6	13	×	40%	300
	Magic/Special		Heal LV3				Equipment		Power Stick			

Tactics 01〉〉〉 Change Max's Class

The town map of Dragonia becomes the battle field as is. In this guide, it is recommended to change Max's class here. Although he is somewhat slower compared to other units, since he is the protagonist, it is better to change his class after reaching level 20. Similarly, for late-blooming units like Arthur and Zuika, it is also advisable to change their classes after reaching level 20. However, be careful because after changing class, parameters will decrease, so to restore the abilities to pre-class change levels, you need to level up to 5–10. But since you can equip powerful weapons after changing class, as long as you cover defense, it should not be much of a concern.


"Hero Max"
Counterattack possible
LV 1
HP 31/31
MP 25/25
EXP 7
Attack 53
Defense Power 22
Agility 17
Magic Resistance 15%
Movement Rate 6
Equipment
Kikuichimonji
Silver Ring
Not Equipped
Silver Ring

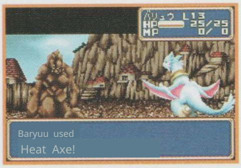
← After job change, "Silver Ring" decreases but covers defense as well.


Paladin Ken
Counterattack possible
LV 1
HP 25/25
MP 0/ 0
EXP 0
0%
Attack 46
Defense Power 19
Agility 18
Luck 8
Equipped Item
Not Equipped
Silver Ring
Halberd

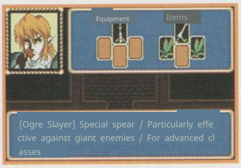
← Dragonia's Treasure Chest Equip the "Halberd" obtained in the field.

Tactics02〉〉 Fight while protecting low-level units

When deploying units who have changed jobs or Baryuu, who joined before the battle, fight while protecting them with higher-level units around them. Be especially careful of Gargoyles and Master Mages that approach right after the battle starts. In Baryuu's case, give up on direct attacks and use the "Heat Axe" to attack Golems, or heal higher-level units to earn experience points. However, if there are many units who have changed jobs, you can postpone Baryuu's experience farming. It is more efficient to have low-level units in lower classes earn experience after obtaining the "Light Sword" (see P127) in Chapter 7.


バリュウ L13
HP 25/25
MP 0/ 0
Baryuu used Heat Axe!

← Magic or attacks with the "Heat Axe" are effective against Golems.

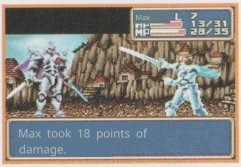


[Ogre Slayer] Special spear / Particularly effective against giant enemies / For advanced classes

←This is a weapon exclusive to advanced classes, but the "Ogre Slayer" is also recommended.

Tactics03〉〉〉 Defeat Cain with Max

After changing Max's job and leveling up the entire party to some extent, finally face the decisive battle against Cain. Defeating Cain with Max will earn you a card, but the difficulty is quite high. First, use units other than Max to defeat all enemies except Cain, and reduce Cain's HP to 20 or below. Then place Max adjacent to Cain and defeat him within 2 turns.


Max L 7
HP 13/31
MP 28/35
Max took 18 points of damage.

←Counterattacks are scary, so you want to defeat them in one turn if possible.

Batt1 2 The Road to Demon Castle Target Level

→ Level 5 after job change

Victory Conditions: Defeat all enemies or reach Demon Castle

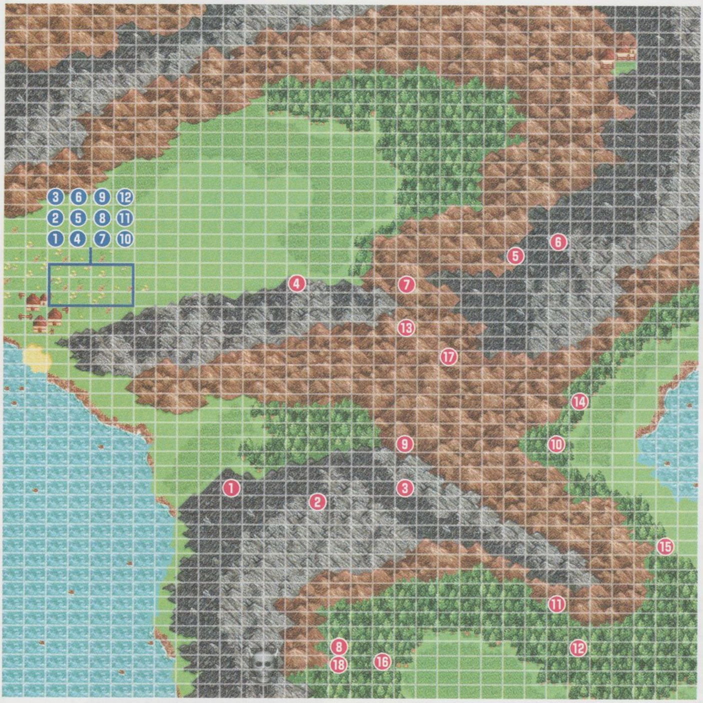
Clear Bonus 8,000 gold coins (within 20 turns)

Number of enemies: 18

Total money 7,880 gold coins

Number of Allies Deployed 12

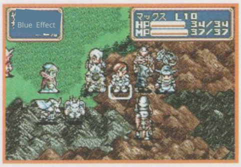
Retreat location Rudolf Village



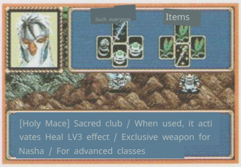
Enemy Name	Number	LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money
Berial ❶～❸	3	19	Flight	2124	26		20	6 22		×	25%	550
	Magic/Special		Spark LV1 / Blaze LV1				Equipment		—			
Gargoyle ❹～❻	3	18	Flight	18 12	29		18	6	20	×	0%	350
	Magic / Special		Illute / Blaze LV1				Equipment		—			
Bow Rider 7. 8	2 17		Centaur	18	0	36	11	7	14	×	0%	650
	Magic / Special		—				Equipment		Assault Shell			
Master Mage 9~12	4	16	Human	22 30		19	13	5	26	×	60%	420
	Magic / Special		Freeze LV2				Equipment		Power Stick			
Golem ⓭～⓰	4 16		Giant	17	0	32	28	4	16	●	0%	400
	Magic/Special		—				Equipment		—			
High Priest 1. B	2	15	Human	20	30	37	14	6	13	×	40%	300
	Magic/Special		Heal LV3				Equipment		Staff of the Saint			

Tactics01 〉〉 Fight with units that can advance efficiently

Like Battle 21, the area map itself becomes the battle map. This time, you must take a large detour from Rudolf Village and advance to the Demon Castle in the south of the map. The travel distance is long, and the entrance area to the mountainous region in the center of the map tends to get heavily congested, so try to deploy units strong in mountains and forests as much as possible. Of course, don't forget to use Step magic and cards for extra actions. If you follow these points, clearing within 20 turns should be easy. However, Zappa and flying units tend to get isolated among enemies, so make sure to equip them with plenty of healing items just in case.



← This is the congestion point. Unit advancement should be efficient.

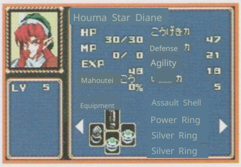


[Holy Mace] Sacred club / When used, it activates Heal LV3 effect / Exclusive weapon for Nasha / For advanced classes

← Convenient to have the "Holy Mace" purchasable at the weapon shop.

Tactics 02 >>> Items dropped by Bow Riders

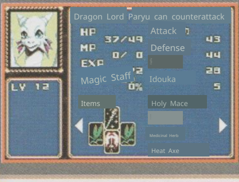
The Bow Rider, appearing for the first time in this battle, has a 5% chance to drop the "Assault Shell." This weapon can be purchased in Chapter 7, but obtaining it before the next Michaela battle is very useful. That said, since the drop rate is only 5%, it's enough to keep it in mind while farming experience.


Houma Star Diane
HP 30/30
MP 0/0
EXP 48
Mahoutei 0%
LV 5
こうげき力 47
Defense 21
Agility 18
5
Equipment
Assault Shell
Power Ring
Silver Ring
Silver Ring

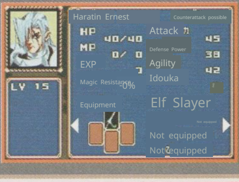
← Equipping this greatly increases the usefulness of bow and arrow units.

TOPICS Regarding the Formation of the First Army Unit

As the story approaches its final stages, it's time to narrow down the first army units. Including Max, there are 30 units that join by Chapter 6. However, only 12 units can participate in a single battle. Since there are battles on flat terrain and mountainous terrain, it's best to prepare two different formations for frontline attacking units. On flat maps, knights units and units like Musashi and Lyle, which are heavily affected by terrain, are chosen, while on mountainous maps, units like Zappa, Zuika, and Diane, which are less affected by terrain, are selected. Warriors, Hanzou, and flying units are active in both. Of course, support roles such as healers, Nasha, and Kyoka Q are also included. Narrowing down to about 15 to 18 units will make future experience farming easier.


Dragon Lord Paryu can counterattack
HP 37/49
MP 0/0
EXP 12
Magic Staff 0%
LV 12
Attack 43
Defense 44
28
Idouka 5
Items
Holy Mace
Medicinal Herb
Heat Axe

← Once selected as a first army unit, train thoroughly. Train with it.


Haratin Ernest
Counterattack possible
HP 40/40
MP 0/0
EXP 7
Magic Resistance 0%
LV 15
Attack 45
Defense Power 38
Agility 42
Idouka
Equipment
Elf Slayer
Not equipped
Not equipped

← Even for knight-type units with many rivals, limit to 2~3 people.

Battle 24 Demon Castle

Target Level → 10 after job change

Victory Condition: Defeat Michaela

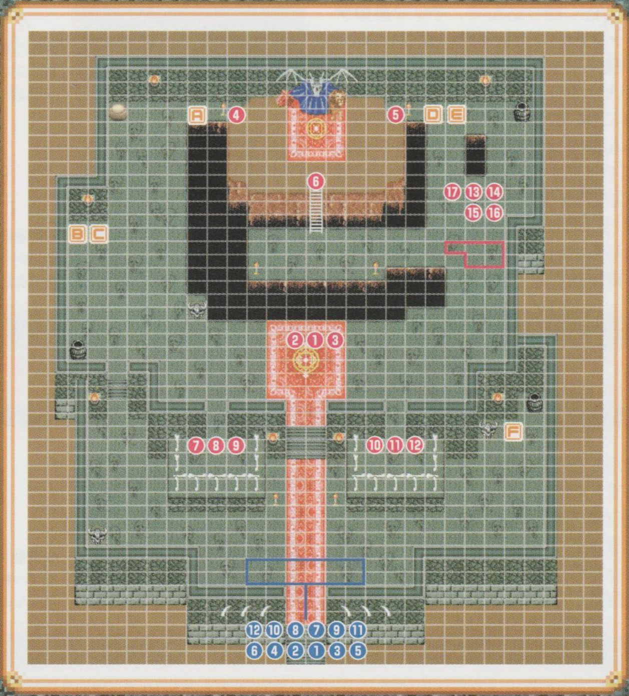
Clear Bonus: Destroyer (within 16 turns)

Number of Enemies: 17

Total Money: 9530 Gold Coins

Number of Allied Units: 12

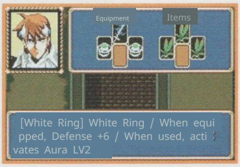
Retreat Location: Rudolf Village



Enemy Name	Number	LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money
Michaela (Boss) ❶	1	30	Human	65	100	42	30	6	35	×	80%	1500
	Magic / Special		Spark LV2				Equipment		—			
Dullahan ②, ③	2	20	Dead:	22	0	39	32	6	13	●	20%	700
	Magic / Special		—				Equipment		Broadsword / Ring of Protection			
Berial ❹~❻	3	19	Flight	21	24	26	20	6	22	×	25%	550
	Magic/Special		Spark LV1 / Blaze LV1				Equipment		—			
Gargoyle ❼~❾	3	18	Flight	18 12	29		18	6	20	×	0%	350
	Magic/Special		Illute / Blaze LV1				Equipment		—			
Bow Rider 10-1	3 17		Centaur	18 0	36		11	7	14	×	0%	650
	Magic / Special		—				Equipment		Assault Shell			
Master Mage 13~16	4 16	Human	22 30			33	13	5	26	×	60%	420
	Magic / Spe		Freeze LV2				Equipment		Staff of the Saint			
High Priest ⑰	1	15	Human	20	30	37	14	6	13	×	40%	300
	Magic/Special		Heal LV3				Equipment		Staff of the Saint			

Tactics01〉〉 Fight while collecting treasure chests

The final battle of Chapter 6 takes place in the Demon Castle summoned by Mishaela's magic. Mishaela is a presence that even Darksol struggles to handle. She is not an opponent that can be easily defeated. However, for now, set aside the battle with Mishaela and collect all the treasure chests on the map. Unlike previous battles, once the battle is cleared, you will no longer be able to collect them. The contents of the treasure chests, in the order marked on the map on the previous page, are: "Black Ring," "Evil Ring," "Healing Herb," "Blessing Candy," "White Ring," and "Power Wine." All of these are important items, so be sure not to forget to collect them.



[White Ring] White Ring / When equipped, Defense +6 / When used, activates Aura LV2

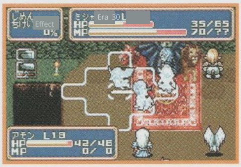
← The "White Ring" increases the wearer's defense by 6.

Found the "Evil Ring"!

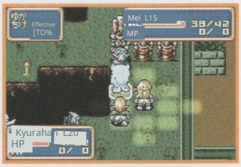
← The "Evil Ring" is an item that comes in handy in critical situations.

Tactics02〉〉 Be cautious when approaching the throne

Mishaela① and the two Dullahan②③ on her left and right will move northward from their initial positions on the map, ultimately settling at the throne. Max and the others will advance toward the throne, defeating enemies along the way. Mishaela's threat lies in her Spark LV2 attack, which has a range of 3 squares and can simultaneously hit a wide area of allies. When approaching the throne, try to attack the two Dullahans from a distance and avoid getting within 3 squares of Mishaela. By the way, you can chase and attack Mishaela and her group while they are moving, but unless you are very confident, it is better not to attempt this.



←This is the range of Spark LV2. Make sure you never get hit by it.



←If it's a Dullahan or so, it's okay to chase and attack.

Tactics03〉〉 Defeat Mishaela with Max

Mishaela is completely immune to magic. Also, to avoid being attacked by Spark LV2, it is important to defeat her within 1 turn. Furthermore, if Max delivers the finishing blow, you will obtain a card. Taking all this into account, adjust the allies' action order so that Max can deliver the finishing blow after Mishaela's turn ends.

[Nasha L35
HP
MP
41/45
3/54

Nasha took 4 points of damage

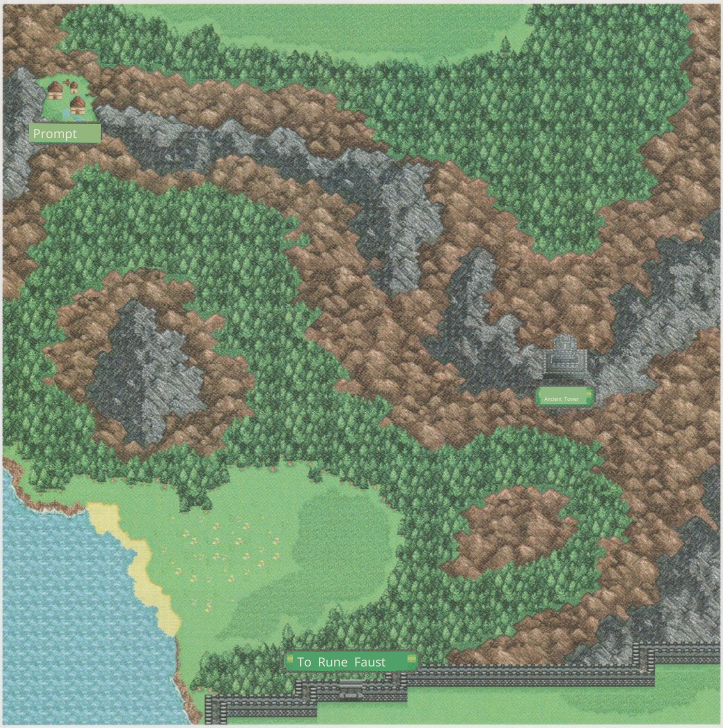
←With Nasha's high magic resistance, she can be used as a decoy.

Chapter 1

The Lost Kingdom

Max, having obtained the "Sword of Light," arrived at Prompt. However, the place was vastly different from what he had heard...

Area MAP



Overall MAP

Area Features

Central part of the eastern continent. Here lies the town of Prompt, inhabited by the descendants of the gods. For some reason, the castle in this town is underground, and strange devices never seen before are exposed in various places. Come to think of it, similar devices were also found underground in Gardiana Castle. Besides the town of Prompt, there are ruins called the Ancient Tower in the central mountainous area. The southern side of the area leads to Rune Faust.

第 Pr章ogress Flowchart

Event		MAP	Allies
08	Arrive at the town of Prompt	Prompt Castle Town	
0 Daily	To the underground Prompt Castle	Prompt Castle	
089	Meeting with Cusco (imprisoned)	Prompt Castle	
090	Get out of the prison with Boken's help	Prompt Castle	
091	Meet King Cusco again	Prompt Castle	
092	Talk with Cain	Prompt Castle	
093	Leave the town of Prompt	**Battle25** (→P136)	
094	Enter the Ancient Tower	**Battle26** (→P138)	
095	Head to the top of the tower	Ancient Tower	Taurus Aleph
096	Dark Sol Appears at the Top of the Tower	Ancient Tower	
097	The tower collapses	Area MAP	
9th day	Return to town and meet King Cusco	Prompt Castle	
099	Open the path of light and proceed to Metaphor	Prompt Castle	
100	Memory Spring Event 3	Metaphor	Adam
101	Chaos appears	**Battle27** (→P140)	
102	Obtain the "Chaos Breaker"	Metaphor	
103	Meeting with King Cusco	Prompt Castle	
104	Aiming for Rune Faust	**Battle28** (→P142)	

↓

Chapter 3 To (P144)

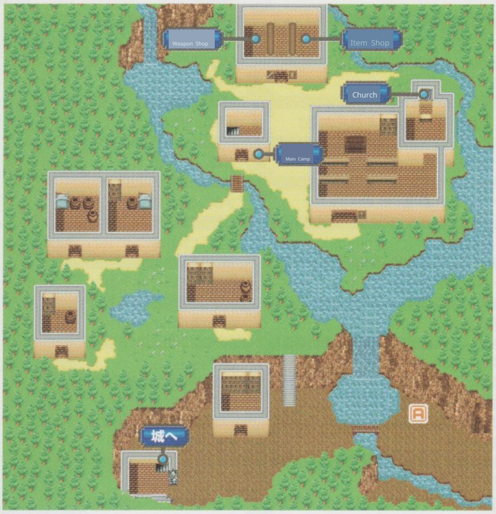
Event at the Ancient Tower

At the Ancient Tower, Dark Sol, who has obtained the "Secret Book," is trying to awaken the Black Dragon. King Cusco of Prompt has dispatched two sages, Aleph and Taurus, to stop him. Max heads to the Ancient Tower himself to rescue Aleph and Taurus.

Obtaining the Chaos Breaker

The "Light Sword" obtained from Michaela and the "Dark Sword" entrusted by Cain—when these two swords unite, the "Chaos Breaker" is said to appear. A sword to defeat the black dragon, and the lost memories of Max. The answers to these lie in the divine land of Metaphor.

Town Guide 07-A Prompt Castle Town



■ Prompt Castle Town

Item Shop

Medicinal Herb	10
Recovery Drink	50
Antidote Herb	20
Angel Feather	40

Weapon Shop

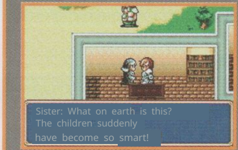
Broadsword	4800
Chromlance	4500
Great Axe	10000
Sage's Staff	8000
Assault Shell	4500

■Contents of the treasure chest (1 item) times

A Alef's Card

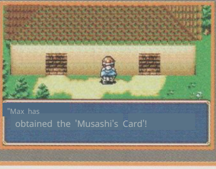
The conversations of the townspeople change

When you first visit the town of Prompt, the townspeople only talk in ways that hardly make you believe they are descendants of the gods. However, after meeting King Cusco and witnessing a series of events, you will be able to hear their true stories. They were indeed descendants of the gods (ancient people). This change in conversation also occurs within Prompt Castle.



Sister: What on earth is this?
The children suddenly
have become so smart!

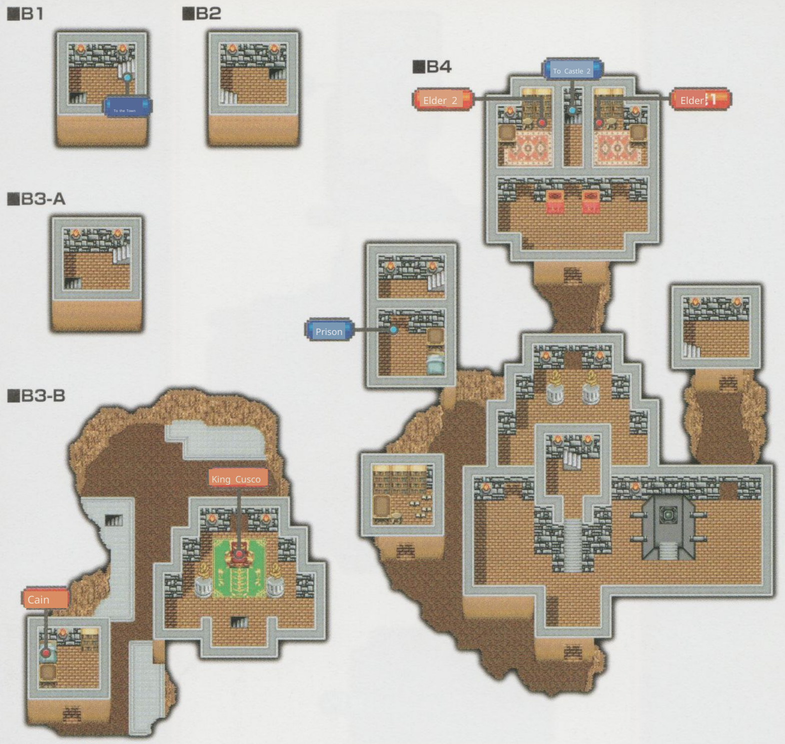
🡸 The sisters are also in a big panic at the children's transformation.



"Max has
obtained the 'Musashi's Card'!

← When you investigate this place in a building with two entrances...

Town Guide 07-E Prompt Castle 1

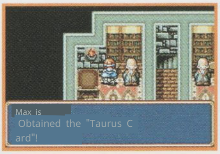


Meeting with King Cusco

When Max meets King Cusco, he is thrown into a prison cell. But don't worry. If you examine the entrance to the cell, a certain person will come to rescue you. After that, if you visit King Cusco again, you will understand the reason why he imprisoned Max. However, as things stand, you cannot leave the town to proceed to the next battle. To advance to the battle, you need to visit the room on the left side of the king's chamber where the sick person (Kain) is located.

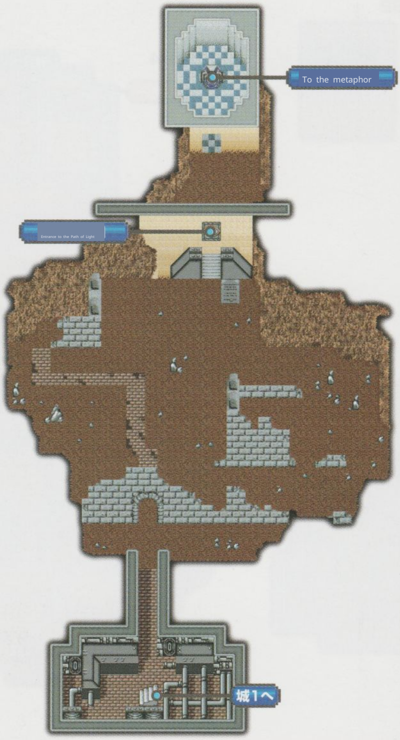
The Two Elders

After leaving the prison and having the second meeting with King Cusco, visit the two elders and listen to their story. Also, be sure to examine the bookshelf behind Elder 2.


Max is
Obtained the "Taurus Card"!

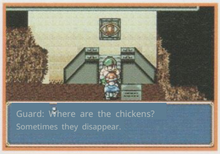
The "Taurus Card" can be found on the ← bookshelf.

Town Guide 07- Prompt Castle 2



The chicken in front of the entrance to the Path of Light

The gatekeeper before the Path of Light only has a special conversation when there are no chickens on the same floor. For detailed information, please refer to page 196.

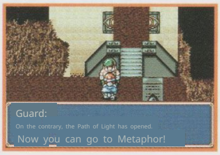


Guard: Where are the chickens?
Sometimes they disappear.

← You can only hear the special conversation before meeting King Cusco.

To the metaphor

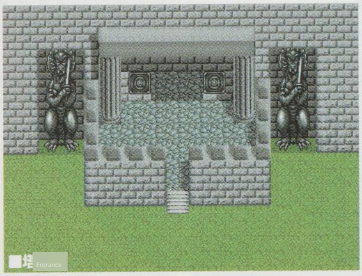
The Path of Light opens after clearing the battle in the Ancient Tower and watching the event that occurs on the top floor of the tower. After that, when you meet King Cusco, the Path of Light will have been restored.



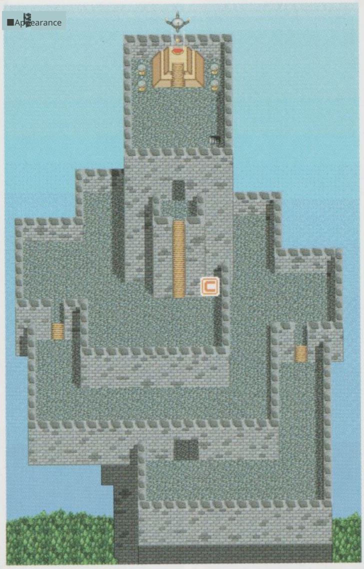
Guard:
On the contrary, the Path of Light has opened.
Now you can go to Metaphor!

← Is the sword to seal the Dark Dragon beyond here?

Town Guide 02 Ancient Tower



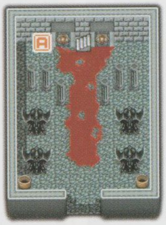
■塔 Entrance



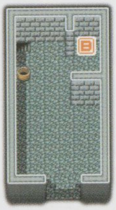
■Appearance

■ 塔erior

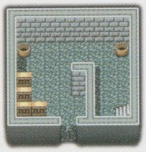
■1F



■2F



■3F



■Contents of the Treasure Chests (3 items) Day ~ C

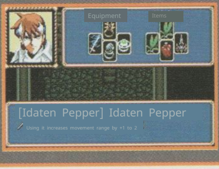
Day Devil Lance

☐Valkyrie

Times Idaten Pepper

Effect of the Idaten Pepper

There are three treasure chests in the Ancient Tower, but the most important one is the "Idaten Pepper." This item is a consumable, and once used, it disappears. Its effect is to "increase the movement range of the unit that uses it by 1 to 2." This effect is permanent, so be sure to save once before using the item and make sure the movement increases by 2. A difference of 1 in movement range can make a significant strategic difference. Also, which unit to use it on is up to the player's preference, but the recommended choice is Max, who participates in every battle.



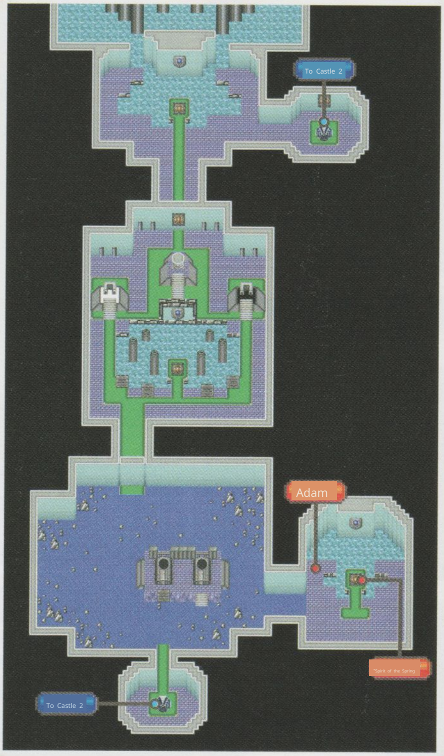
[Idaten Pepper] Idaten Pepper

Using it increases movement range by +1 to 2

←Unit holding it in the inventory

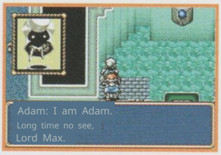
It will be effective.

Town Guide 03 Metaphor



Adam and Chaos

Here, the final ally Adam appears. However, if you recruit him, the battle with Chaos will immediately begin. If you are not prepared, retreat once.

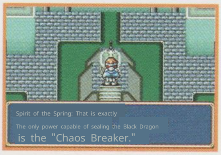


Adam: I am Adam.
Long time no see,
Lord Max.

← Talking to Adam will trigger an event scene.

Chaos Breaker

There are three altars in the center of the above map. If you offer the "Sword of Light" at the left altar and the "Sword of Darkness" at the right altar, the "Chaos Breaker" will appear at the central altar.



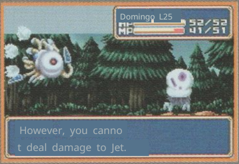
Spirit of the Spring: That is exactly
The only power capable of sealing the Black Dragon
is the "Chaos Breaker."

← "Chaos Breaker-" is the sword used to seal the Black Dragon.

COLUMN What to Do in Chapter 7

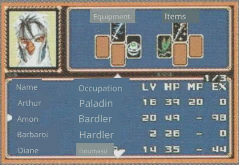
How to Use the Light Sword

The most important thing in Chapter 7 is, without exaggeration, to use the "Light Sword" to efficiently gain experience points. This weapon is obtained at the end of Chapter 6, but it is an event item and Max's exclusive weapon. However, anyone can use this weapon, and when used, it has the effect of "Spark LV2" and never breaks no matter how many times it is used. Those who were hit by this magic from Mishaela in Chapter 6 will understand its power. Use it to level up units that are difficult to develop, such as Baryuu and Adam. Of course, it's also good to try changing the jobs of all units. Just remember that after clearing the battle in Metaphor, it can no longer be used. It's best to equip Max with Hanzo's or Musashi's equipment.



However, you cannot deal damage to Jet.

← Be careful as magic does not work on Jet.

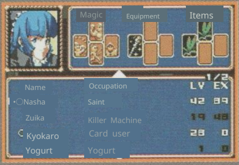


Name	Occupation	LV	HP	MP	EX
Arthur	Paladin	16	39	20	0
Amon	Bardler	20	49	–	98
Barbaroi	Hardler	2	26	–	0
Diane	Houmasu	14	35	–	44

← Here, you can thoroughly level up everyone.

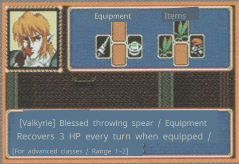
Training with the Final Chapter in Mind

Using the "Light Sword" to gain experience is certainly convenient, but it's best to decide on your main units and train them efficiently. In other words, if a unit can still perform well in the final chapter, they can earn experience on their own even after the "Light Sword" is no longer available, and they will properly fulfill their assigned roles. Also, in the final chapter, terrain effects and terrain costs hardly matter. While flying units remain useful, there is no longer a need for units strong in mountainous areas. For units fighting on the front lines, basic parameters such as attack power, defense, and movement, as well as whether they have powerful weapons, are important. For mage-type or healing units, the types of magic they can use are crucial. From the 32 companions excluding Max, you should select about 15 strong units to fight alongside you in the final chapter.



Name	Occupation	LV	EX
Nasha	Saint	42	89
Zuika	Killer Machine	19	48
Kyokaro	Card user	28	0
Yogurt	Yogurt	1	0

← Nasha and Kiyoka Q is also an indispensable member of the first team.

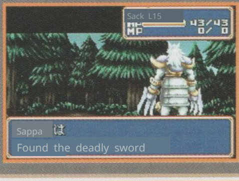


[Valkyrie] Blessed throwing spear / Equipment
Recovers 3 HP every turn when equipped /
[For advanced classes / Range 1~2]

←Powerful weapons are limited.
For those with a promising future.

Be careful of drop items!!

From Chapter 7 onward, please pay attention to the drop items that enemies leave behind when fighting. Especially important are those that cannot be purchased at the weapon or item shops. In Chapter 7, examples include the "Special Sword" dropped by the Durahan in Battle 25, the "Demon Rod" dropped by the Demon Master in Battle 26, and the "Gold Ring" dropped by Chaos in Battle 27. Also, among consumable items, the "Candy of Recovery" dropped by Cerberus and the "Swift Chicken" dropped by Chimera are extremely valuable. Although the drop rates are quite low, keep fighting repeatedly to collect as many as possible.



Sappa
Found the deadly sword

←The moment you obtain an item, you can't help but smile.

Battle 25 Lost Kingdom

Target Level → After job change 12

Victory conditions: Annihilate all enemies or reach the Ancient Tower

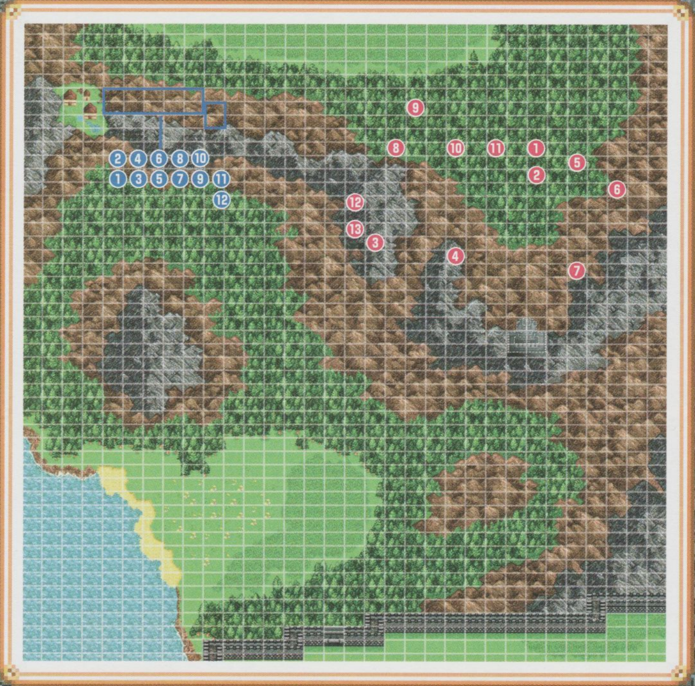
Clear bonus: 9,000 gold coins (within 8 turns)

Number of enemies appearing: 13

Total money: 8,850 gold coins

Number of allies deployed: 12

退却 Location Prompt

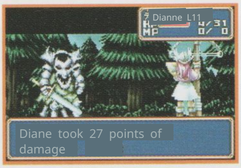


Enemy Name	Number	LV	Attribute	HP MP	Attack		Defense	Movemen	Speed	Counterattack	Magic Resistance	Money
Torch Eye ❶、❷	2	25	Machine	28	0	42	32	6	27	×	20%	725
	Magic/Special		Torch Eye				Equipment		—			
Jet ❸、❹	2	25	Machine	28	0	45	32	7	33	●	0%	750
	Magic/Special		—				Equipment		—			
Armor Uros ❺	2	22	Giant	31	0	46	30	5	31	●	0%	800
	Magic / Special		—				Equipment		—			
Wyvern ❻、❼	2	21	Dragon	32	0	39	30	7	31	×	0%	600
	Magic/Special		Freeze LV2				Equipment		—			
Dullahan 8	1	20	Undead	22	0	44	28	6	13	●	20%	700
	Magic / Special		—				Equipment		Special Sword / Guard Ring			
Dullahan 9~1	3 20		Dead:	22	0	39	28	6	13	●	20%	700
	Magic / Special		—				Equipment		Broadsword / Guard Ring			
Berial 1213	2 19		Flying	21	24	26	20	6	22	×	25%	550
	Magic/Special		Spark LV1/Blaze LV1				Equipment		—			

Scenario & Map Guide

Tactics01 〉〉 First, strengthen your allies

The first battle of Chapter 7. It is a fight on the path from Prompt to the Ancient Tower, but the enemies are too strong to focus on gaining experience. Even units that have changed jobs and leveled up can be easily defeated if you let your guard down for a moment. Here, you want to center your team around units strong in forests like Zappa and Dianne, and have everyone at level 10 or above. Aim for the clear bonus after that. Also, until your allies are sufficiently developed, be careful not to completely wipe out the enemies. Considering that you might defeat them with counterattacks, you want to retreat from battle immediately once there are two or fewer enemies left. To prepare for emergencies, it's good to equip multiple units with "Angel Wings."



Diane took 27 points of damage

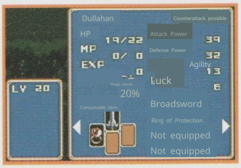
← Enemy attack power is high Be careful with units that have low HP.

0%
HP 27/27
MP 0/ 0

Jets attacking from beyond the mountain should be defeated with bow and arrow-type weapons.

Tactics 02 〉〉 Collect dropped items

Once you have a little breathing room, pay attention to the items dropped by enemies. The item you want to obtain in this battle is the "Special Sword" dropped by the Dullahan at point 8. The drop rate is 30%. It is Hanzo's initial equipment but a rare weapon that cannot be purchased at the weapon shop. Since Max and Amon can also equip it, you should try to get two or three of them. However, be careful not to receive counterattacks when attacking this enemy. It would be disastrous if Max is knocked out in one hit.


Dullahan
Counterattack possible
HP 19/22
MP 0/ 0
EXP 0
LV 20
Attack Power 39
Defense Power 32
Agility 13
Luck 6
20%
Broadsword
Ring of Protection
Not equipped
Not equipped

← All Durahan except number 8 drop the "Broadsword."

Tactics 03 〉〉 Use a decoy to rush to the tower

If you aim for the clear bonus, it's best to use a decoy to lure the enemies while sending Max to the Ancient Tower. Domingo, who is unaffected by terrain, is the best choice for the decoy role. If you equip him with the "Light Sword" and "Holy Mace," he can both attack and heal, making him more of a cutting leader than just a decoy. However, be careful with Jet, as magic attacks have no effect on him at all. Also, since Domingo is a unit that does not change class in this case, you'll want him to be at least level 20.

Elevation
Domingo L25
HP 45/52
51/51

← Diagram showing Max following behind Domingo to share the leftovers.

Battle 26 Ancient Tower

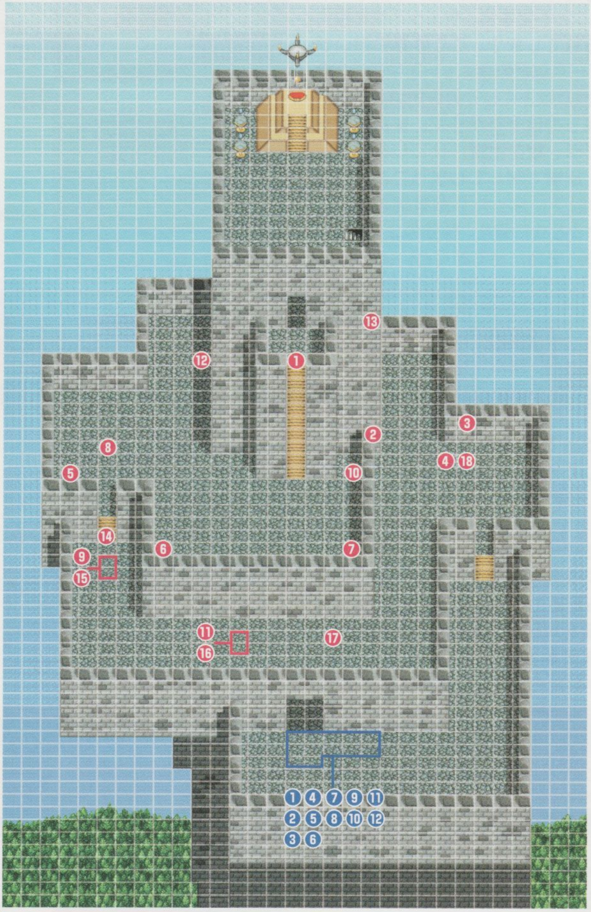
Target Level ➜ After class change 15

Victory Condition: Defeat the Demon Master Number of enemies appearing: 8 16

Clear Bonus Sniper (within 16 turns)

tal money: 10,825 gold coins Number of all d units deployed: 12

Retreat Location Prompt

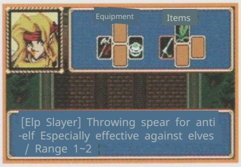


Enemy Name		LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money
Demon Master (Boss) ❶	1	24	Human	27 40		42	24	6	50	×	40%	650
	Magic/Special		Freeze LV4				Equipment:		Demon Rod			
Jet ❷～❹	3	25	Machine	28	0	45	32	7	33	●	0%	750
	Magic / Special		—				Equipment		—			

Enemy Name	Number	LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money
Torch Eye 6~0	3	25	Machine	28	0	42	32	6	27	×	20%	725
	Magic / Special		Torch Eye				Equipment		—			
Brain Metal 8~1	4	25	Machine	25	0	43	31	5	31	×	30%	700
	Magic/Special		Brain Metal				Equipment		—			
Wyvern 12, 13	2	21	Dragon	32	0	39	30	7	31	×	0%	600
	Magic/Special		Freeze LV2				Equipment		—			
Evil Robe 14~1	5	18	Beast	30	0	40	25	5	26	×	0%	350
	Magic / Special		Freeze LV1				Equipment		—			

Tactics01〉〉〉 Here, develop the mobile unit

This battle also has strong enemies. Aim to clear it after raising the level of the units you deploy to 12 or higher post-class change. Also, since you don't need to worry about movement costs here, it's better to fight mainly with cavalry units that have high mobility, which will shorten the clear turn count. Deploy 2 or 3 units. For the treasure chest inside the tower, refer to P133. You can obtain the strongest spear "Valkyrie," so you want to collect and equip it before clearing.

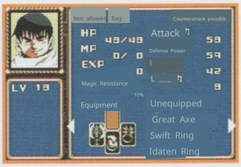


[Elp Slayer] Throwing spear for anti-elf Especially effective against elves / Range 1~2

← Give the Paladin both Spear and Lance to equip.

Tactics02〉〉〉 Early Jet countermeasures are important

The biggest challenge in this battle is the three Jets on the right side of the map. Magic does not work on Jets, so use the high-defense Domingo as a shield and attack with weapons that have 2 or 3 tile range. If Gantz or Rag have reached level 10 or higher after class change, you can use them instead of Domingo.

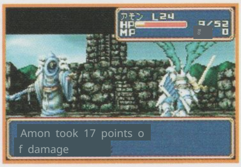


HP 48/48
MP 0/ 0
EXP 0
Attack 58
Defense Power 59
42
Movement 8
Magic Resistance 10%
Equipment
Unequipped
Great Axe
Swift Ring
Idaten Ring

← Rag's defense abnormally increases around level 10 after changing class.

Tactics 03〉〉〉 Defeat the Demon Master with Nascha

The Demon Master uses Freeze LV4. Since it is a ranged magic attack with a range of 3, you cannot approach carelessly. Here, it is recommended to use flying units to chip away at HP and finish off with Nascha. Nascha has high magic resistance, so it's okay if she gets attacked, but flying units must absolutely avoid being attacked.



Amon took 17 points of damage

← Damage from Freeze LV4 is about 18 with 0% magic resistance.

Battle 27 Metaphor

Target Level → Post-Job Change 20

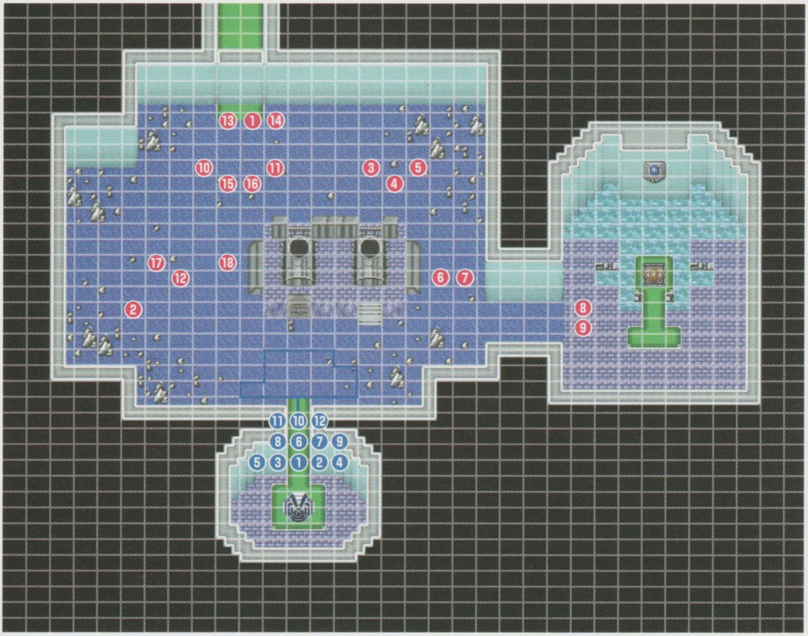
Victory Condition: Defeat Chaos

Clear Bonus: 10,000 Gold Coins (within 8 turns)

Number of Enemies: 18

Total Money: 12,850 Gold Coins Number of Allies Deployed: 12

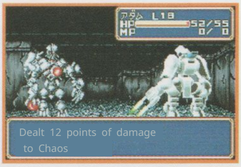
Retreat Location: Prompt



Enemy Name	Number	LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money
Chaos (Boss) ❶	1	35	Machine 6		0	50	35	6	32	●	15%	2000
	Magic/Special	—					Equipment		—			
Torch Eye ❷〜❺	4	25	Machine 28		0	42	32	6	27	×	20%	725
	Magic/Special	Torch Eye					Equipment		—			
Jet ❻〜❾	4 25		Machine 28		0	45	32	7	33	●	0%	750
	Magic/Special	—					Equipment		—			
Demon Master ❿	1	24	Human 27 40			29	24	6	50	×	40%	650
	Magic/Special	Ilyut					Equipment		Power Stick			
Demon Master 1. 12	2		Human	27	40	29	24	6	50	×	40%	650
	Magic/Special	Freeze LV4					Equipment		Power Stick			
Armor Cross 13. 1	2 22		Giant 31		0	46	30	5	31	●	0%	800
	Magic/Special	—					Equipment		—			
Evil Robe B-B	4 18	Beast		30	0	40	25	5	26	×	0%	350
	Magic/Special	Freeze LV1					Equipment		—			

Tactics 01〉〉〉 First, level up Adam

Here, it is necessary to level up Adam, who has just joined the party. This is to defeat Chaos with Adam at the time of clearing and obtain the card. Even if you defeat him with the "Sword of Light," you should raise the lower class to around level 20. If you plan to keep him active as a main unit in the future, you want to raise him to about level 10 after changing jobs.

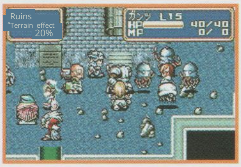


Dealt 12 points of damage to Chaos

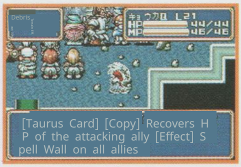
← After changing class and reaching level 15 or above, you can somehow fight on equal terms.

Tactics 02〉〉〉 The best battle for gaining experience

Since this is a battle in a confined indoor space, it is perfect for farming experience points. The same goes for the earlier Adam, but when farming experience for low-level units, have them attack with the "Light Sword" or have higher-level units perform healing. A journey of a thousand miles begins with a single step. If you steadily level up, any unit can become reasonably strong. After raising their level to a certain extent, you can then decide whether they will be useful in the end. However, when farming experience, make sure to do it on the left side of the map. The Demon Master's magic is a threat, but if you use the "Taurus Card" effect, the magic damage becomes much less of a concern.



← Jet on the right side of the map is used as bait to lure him.

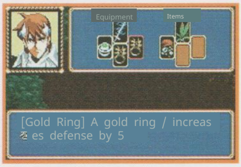


[Taurus Card] [Copy] Recovers HP of the attacking ally [Effect] Spell Wall on all allies

← Spell Wall effect on all allies. The defense success rate is quite high.

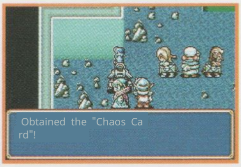
Tactics 03〉〉〉 How to Defeat Chaos

After raising your allies' levels sufficiently, defeat Chaos with Adam to obtain both the clear bonus and cards. Ideally, you also want him to drop the "Gold Ring." Chaos starts moving when an ally approaches within 12 squares. However, his behavior pattern differs somewhat from normal enemies, as he tends to ignore other units and head straight toward Max. If you place units other than Max adjacent to him, he will stop moving there and switch to attacking, so use high-defense units as a shield. Reduce Chaos's HP to 15 or less in this state, then have Adam make the final attack with the "Light Sword."



[Gold Ring] A gold ring / increases defense by 5

← "Gold Ring" Only Chaos or Colossus drop it.



Obtained the "Chaos Card"!

← Even if you don't get the clear bonus, make sure to at least obtain the card.

Battle Day 2: The Road to Rune Faust

Target Level → After Job Change 24

Victory Condition: Defeat the Chimera

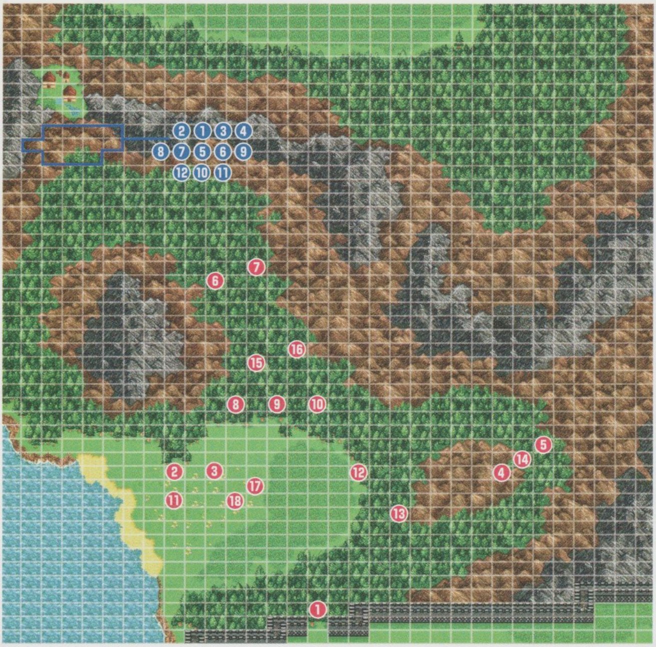
Clear Bonus: Dragon Slayer (within 8 turns)

Number of Enemies: 18

Total Money: 1[illegible]625 Gold Coins

Number of Allies Deployed: 12

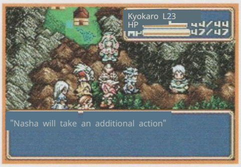
Retreat Location: Prompt



	Enemy Name	Number	LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money
	Chimera (Boss) ❶	1	28	Flying	56	0	59	30	6	40	●	0%	575
		Magic / Special		Blaze LV3				Equipment		—			
	Blower ❷~❺	4	25	Dead	36	0	62	33	5	32	×	0%	500
		Magic/Special		Vulcan Cannon				Equipment		Great Axe			
	Demon Master ❻、❼	2	24	Human	27 40		29	24	6	50	×	40%	650
		Magic / Special		Freeze LV4				Equipment		Power Stick			
	Horseman ❽~❿	3	23	Horseman	24	0	55	18	7	17	×	0%	800
		Magic/Special		—				Equipment		Buster Shot			
	Cerberus ⓫~⓮	4	22	Beast	27	0	42	26	7	38	×	0%	400
		Magic / Special		Blaze LV2				Equipment		—			
	Armor Cross 1~1	3	22	Giant	31	0	46	30	5	31	●	0%	800
		Magic / Special		—				Equipment		—			
	High Priest 18	1	19	Human	20 40		39	14	7	13	×	40%	350
		Magic / Special		Heal LV4				Equipment		Staff of the Saint			

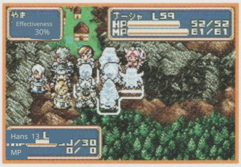
Tactics01〉〉〉 Securing Mobility is the Top Priority

The battle map itself is the same as Battle 25, but the actual fighting location is completely different. Since the terrain mainly consists of forests and mountains, it's best to fight with units like Zappa and Diane, whose movement is not reduced. Ideally, you also want two flying units. Additionally, the conditions to earn the clear bonus are very strict (few turns), so relying only on normal steps and re-actions is not enough. Therefore, I will teach you the so-called "Step & Step" tactic. This simply means making Nasha act again to take two steps in the first turn. With this, you can simultaneously increase the movement of up to 10 units.



"Nasha will take an additional action"

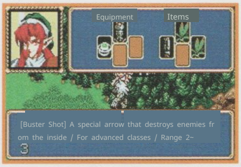
←Naaru on Turn 1
The key point is to make Sha act twice.



🡐 The key is to apply steps to as many units as possible.

Tactics02〉〉〉 Attractive Drop Items

The drop items you want to aim for in this battle are the "Blessing Rain" dropped by Cerberus and the "Buster Shot" dropped by Horseman. However, the drop rates for both are quite low. Defeat only these two types of enemies repeatedly to obtain as many as possible. The "Buster Shot" is also sold at the Rune Faust weapon shop, but it is useful for clearing this battle in a short number of turns. The boss Chimera drops the "Swift Chicken," but it is almost impossible to obtain.

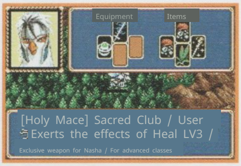


[Buster Shot] A special arrow that destroys enemies from the inside / For advanced classes / Range 2~3

←The power of the "Buster Shot" obtained from the enemy is outstanding.

Always make sure to obtain the bonus

The clear bonus can be obtained only in this final battle. The "Dragonslayer" is a powerful lance that can be equipped by Paladins, Kōkichi, and others, and it is especially effective against the Blue Dragons that frequently appear in Chapter 8. It is a weapon you definitely want to acquire. However, to clear within 8 turns, the above "Step & Step" strategy is essential, and the units you deploy are also important. Advance only high-mobility units such as Hanzō and Zappazui to swiftly defeat the Chimera in one go.



[Holy Mace] Sacred Club / User
Exerts the effects of Heal LV3 /
Exclusive weapon for Nasha / For advanced classes

The healing role of the advance unit is definitely Amon, the flying healer.

Chapte 8 Lock

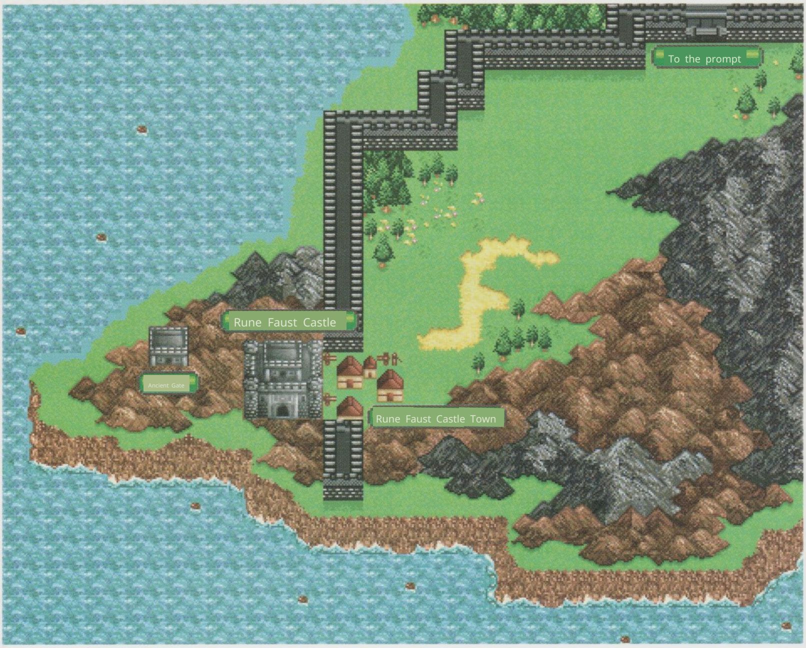
Ancient Castle, Floating Up

Max, who has regained his memory but lost his voice,

continues to advance further.

Into Rune Faust, the center of the disaster that engulfed the entire continent……

Area MAP



Overall MAP

Area Features

The southernmost tip of the eastern continent. This land, located across from the sibling nation Gardiana, features a castle town surrounded by fortifications, a magnificent castle, and an ancient gate that is a legacy from the mythological era. Once a poor country with barren land and no significant industry, it was Emperor Ramradu himself who transformed it into the continent's greatest empire. However, now, under the same emperor's rule, both the country and its people have reached the peak of exhaustion.

Sun Chapter Progress Flowchart

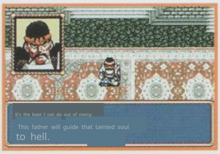
Event		MAP	Allies
105	Arrive at Rune Faust	Rune Faust Castle Town	
106	Talk with Mahat	Rune Faust Castle Town	
107	Temptation of Dark Sol	Rune Faust Castle	
Day 10	To Rune Faust Castle	**Battle29** (→P148)	
109	Fight Ramurado deep inside the castle	**Battle30** (→P150)	
110	Ancient castle rises when standing on the western cape	Area MAP	
111	From the ancient gate to the ancient castle	**Battle31** (→P152)	
112	Confrontation with Darksol	**Battle32** (→P154)	
113	The Revival of the Black Dragon	**Battle33** (→P156)	
114	Ending		
115	Save Clear Data		

↓

To the Second Playthrough

Battle with Ramradu

Max and his party visit the castle town and meet Mahat, the sage of Rune Faust. They are then informed that the emperor Ramradu, who has changed beyond recognition, has lost even his human heart. For Darksol, who is obsessed with the revival of the Dark Dragon, even his former master is nothing more than a disposable pawn. Upon hearing this, Nasha expresses her determination to Max. She intends to see with her own eyes whether her father has truly lost his heart, and if so, to defeat him with her own hands.



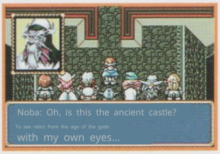
It's the least I can do out of mercy.

This father will guide that tainted soul to hell.

← That this is a conversation between father and daughter is far too cruel.

The Ancient Castle Emerges

Despite Max and his party's efforts, the ancient castle, a legacy of the gods, finally appears. A massive object that surfaced from the sea bed in response to the Chaos Breaker. Rather than a castle, it is a floating fortress in the sky, a crystallization of ancient wisdom and the pinnacle of scientific technology. Max and his party board the ancient gate and enter the ancient castle to stop Darksol's ambition and the revival of the Black Dragon. However, there, the trinity guardian Colossus awaits, ready to eliminate any intruders.

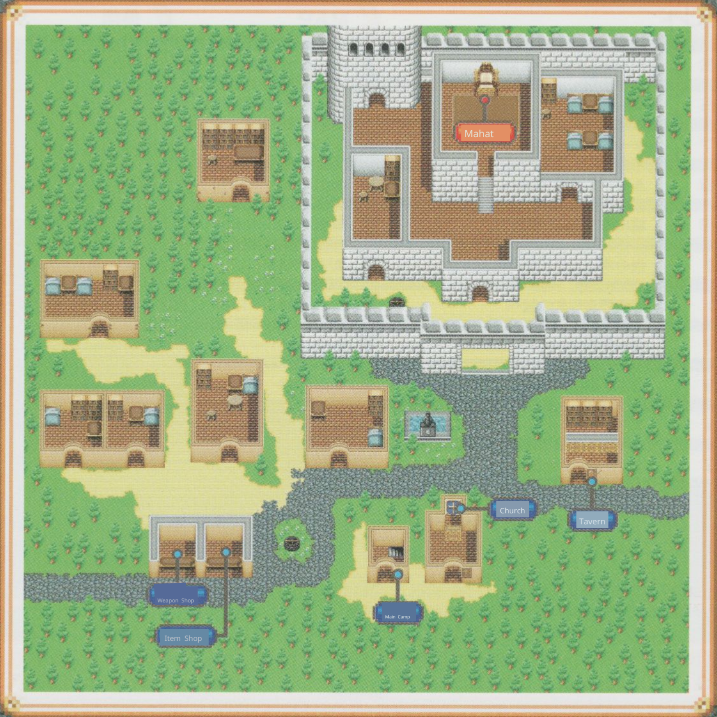


Noba: Oh, is this the ancient castle?

To see relics from the age of the gods with my own eyes...

← The ancient castle, a heritage of the gods, has even the strategist Noba somewhat excited.

Town Guide 07 Rune Faust Castle Town


Mahat
Church
Tavern
Weapon Shop
Item Shop
Main Camp

Rune Faust Castle Town

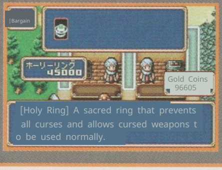
Medicinal Herb	10
Recovery Drink	50
Antidote Herb	20
Angel Feather	40
Ring of Prayer	5000

Weapon Shop

Broadsword	4800
Chromlance	4500
Great Axe	10000
Saint's Staff	8000
Buster Shot	12400

The Last Shop

As the only empire on the continent, the selection is well-stocked. However, for Max and his party who have come this far, there are few new items. The only notable one is the "Ring of Prayer" which slightly increases the wearer's magic resistance by 20%. However, by talking to either the weapon shop or the item shop, a bargain item called the "Holy Ring" will be added.


Bargain
ホーリーリング
45000
Gold Coins
96605

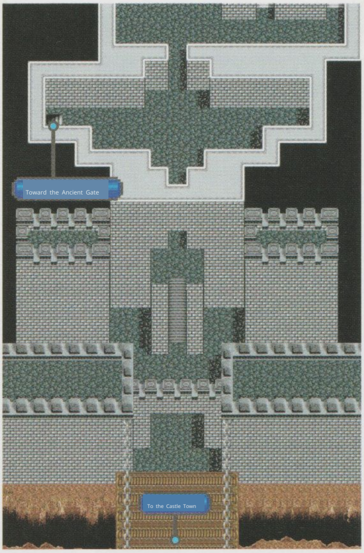
[Holy Ring] A sacred ring that prevents all curses and allows cursed weapons to be used normally.

← Quite expensive, but

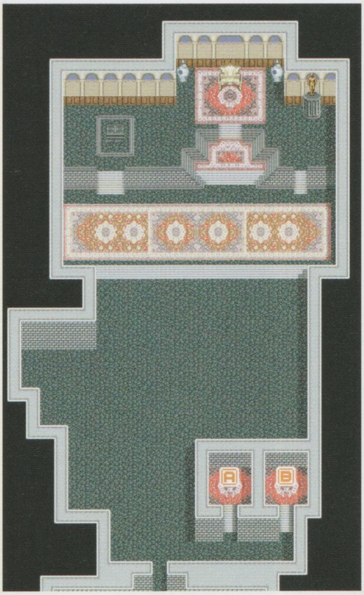
The ability to equip cursed items

is attractive.

Town Guide 02 Rune Faust Castle



* To go to the Ancient Castle, you need to go down the stairs and enter the Ancient Gate from the area map. However, you can only go there after Battle 30.



■ Contents of the treasure chests (2 items) A ~ B

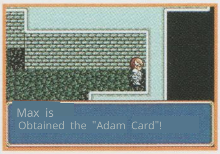
A Atlas Axe	B Miracle Mace

Two Charming Weapons

Rune Faust Castle has two treasure chests as shown on the above map. Both contain weapons that not only significantly increase the wielder's attack power but also grant magical effects when used together. Especially important is the "Miracle Mace," which has the effect of Spark LV4. Although it is a weapon exclusive to Nasha, anyone can use it, so be sure not to break it and let everyone gain experience.

Ally Card

There is one card hidden in both the town below Rune Faust Castle and the castle itself. The first is located immediately upon entering the town, marked by a tree. It is the tree just to the right of the tavern sign. Examining this tree yields the "Hanzo Card." The other is on the opposite side of the stairs leading down toward the ancient gate in the passage just before the throne room of Rune Faust Castle. There are no markers, so it is hard to find, but examining this spot gives the "Adam Card."


Max is
Obtained the "Adam Card"!

← With this, all cards except Max's are complete.

Bottle 29 Rune Faust Castle

Target Level → After Job Change 27

Victory Condition: Annihilate all enemies

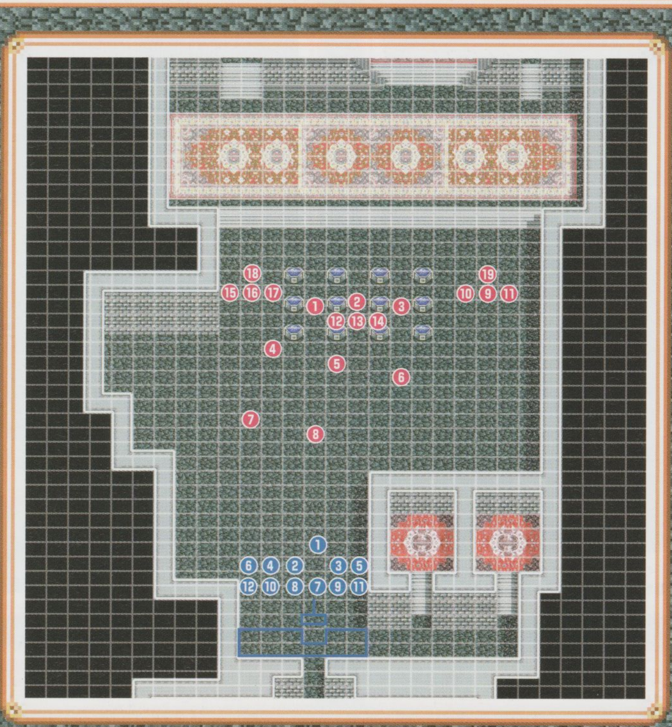
No Clear Bonus

Number of Enemies: 19

Total Money: 1[illegible]675 Gold Coins

Number of Allies Deployed: [illegible]2

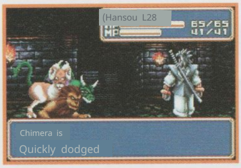
Retreat Location: Rune Faust



Enemy Name	Number	LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money	Magic / Special	Equipment
Blue Dragon ❶~❸	3	35	Dragon	50	0	63	32	5	42	●	0%	2000	Blaze LV3	—
Chimera ❹~❽	5		Flying	56	0	59	30	6	40	●	0%	575	Blaze LV3	—
Blower ❾	1	25	Dead	36	0	69	33	5	32	×	0%	500	Vulcan Cannon	Atlas Axe
Blower D. 1	2	25	Dead	36	0	62	33	5	32	×	0%	500	Vulcan Cannon	Great Axe
Horseman 12~14	3	23	Centaur	24	0	55	18	7	17	×	0%	800	—	Buster Shot
Cerberus B~1	3	22	Beast	27	0	42	26	7	38	×	0%	400	Blaze LV2	—
High Priest 18. 19	2	19	Human	20	40	39	14	7	13	×	40%	350	Heal LV4	Staff of the Saint

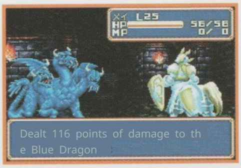
Tactics01 ⟩⟩⟩ Fight with a safer strategy

In Chapter 8, no clear bonus is given. However, looking at it from another perspective, it means you can take as many turns as you need. Here, carefully train your units and fight with a safe strategy. The troublesome enemies in this battle are the noisy flying Chimera and the three Blue Dragons located in the north center of the map. However, since the Chimera has the flying attribute, you can reliably deal damage by attacking with bows or magic other than Blaze. Also, the safest way to deal with the Blue Dragons is to use units that can act again to hit and run. By the way, from the treasure chests on the map, you can obtain the “Atlas Axe” and the “Miracle Mace.”



Chimera is
Quickly dodged

← This attack is often evaded when using anything other than magic or bows.

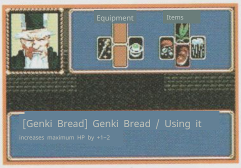


Dealt 116 points of damage to the Blue Dragon

← If you attack with "Dragonslayer-",
your damage will also double!

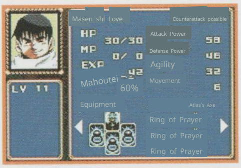
Tactics02 〉〉〉 How to use dropped items

When you defeat the Blue Dragon and Chimera, they very rarely drop items like "Genki Bread" or "Hayate Chicken". Although they rarely drop even if you aim for them, after fighting several times, you should be able to obtain one or two. These are dream-like consumable items that increase HP and speed. Once you get them, don’t hesitate to use them immediately. Of course, you need to carefully choose the target for use. Also, the "Great Axe" dropped when defeating the Brover can be sold at the weapon or item shop as a source of funds. Instead, buy the "Ring of Prayer" at the item shop and equip it on units with low magic resistance.



[Genki Bread] Genki Bread / Using it increases maximum HP by +1~2

← Use these items on fully grown units.

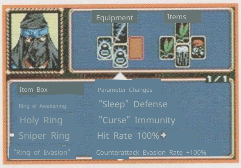


Ring of Prayer
Ring of Prayer
Ring of Prayer

← "Ring of Prayer" Equipping multiple rings makes magic less threatening.

Tactics 03 〉〉〉 Level up here if you want

From this battle onward, all battles feature bosses. There’s no time to leisurely grind experience, so you want to have all your main units at level 25 or higher here. Decide in advance which units you want to level up, and use every method possible—steps, re-actions, and equipping the "Sniper Ring"—to focus on leveling up intensively.



Ring of Awakening — "Sleep" Defense
Holy Ring — "Curse" Immunity
Sniper Ring — Hit Rate 100%✚
"Ring of Evasion" — Counterattack Evasion Rate +100%

← Equipping the "Sniper Ring" ensures that attacks will definitely hit.

Battle: 30 Overlord Ramradu

Target Level → After Job Change 28

Victory Conditions: Defeat Ramradu

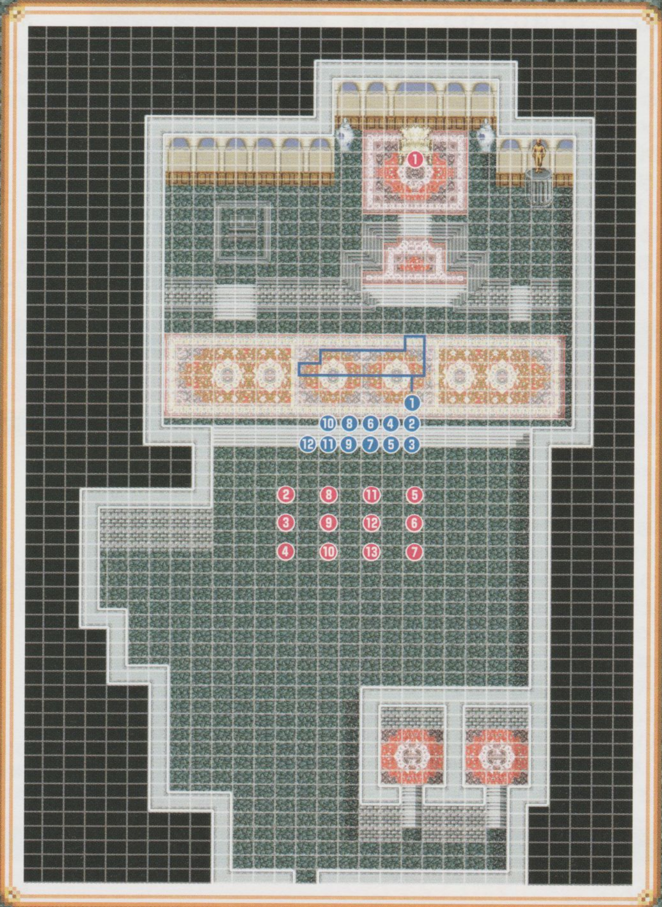
No clear bonus

Number of enemies appearing: 13

Total money: 1 550 gold coins

Number of allies deployed: 12

退却 Location: Rune Faust



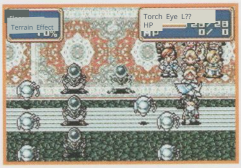
Enemy Name	Number	LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money
Ramurado (Boss) ❶	1	40	Human	99 20		57	45	6	49	●	0%	3000
Magic/Special	Aura LV4					Equipment	Staff of the Saint					
Brain Metal ②–1	6	25	Machine	25	0	43	31	5	31	×	30%	700
Magic/Special	Brain Metal					Equipment	—					
Torch Eye 8-1	6	25	Machine	28	0	42	32	6	27	×	20%	725
Magic / Special	Torch Eye					Equipment	—					

Tactics01⟩⟩⟩ It becomes a consecutive battle starting from Battle 29...

After clearing Battle 29, you will immediately enter this battle. However, it is better to retreat once, save, and reorganize your party before returning. Although the scenario feels like consecutive battles, each battle is independent. When you enter the battle map again, it will start from this battle. The battle map itself is quite large. However, the actual battlefield is from the area where Brain Metal and Torch Eye are placed and above. Ramradu basically does not move from the throne, and the enemy mechanical soldiers advance northward toward Ramradu. Meanwhile, the allies positioned there will be caught in a pincer attack.

Experience the true power of the Rune Faust army to the fullest!

← Even possessed by madness, still a king of a nation. The throne suits him well.



← The mechanical soldiers silently advance north. It's quite eerie.

Leave only Ramurado

The mechanical soldiers apply pressure with a silent advance, but they are not such a frightening opponent. Also, they do not attack Max and the others; it seems they are trying to gather around Ramradu. Therefore, gather all allies from their initial positions toward the right side and attack the mechanical soldiers advancing north from the flank. The most effective method is the Spark magic. If you have been training Henri or Alef, be sure to have them participate. Also, the "Miracle Mace" obtained in the previous battle has the effect of using Spark LV4. If three people cast Spark, the enemies will quickly be reduced to only Ramradu.

Brain Metal L25
HP 9725
MP

← Avoid blocking the mechanical soldiers' path, attack from the flank with magic.

Brain Metal L25
8725
MP

← After reducing the number of enemies with magic, defeat the rest with direct attacks.

Tactics 03〉〉〉 Defeat Ramradu with Nascha

Once Ramradu is alone, gather allies around the throne. Then lure him by bringing high-defense units within 3 squares. At the throne, he can only be approached from the front and recovers HP every turn. Also, Ramradu fully recovers HP once after taking a certain amount of damage, but there is no second time. Deliver the final blow with Nascha.

Nascha L61
HP
MP
54/54
37/57
Ramratu L40
HP
MP
0/99
2/20

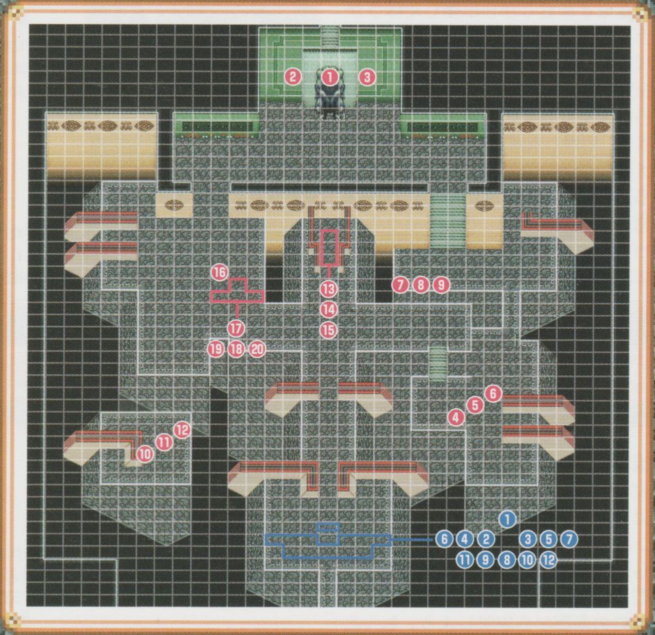
←If you finish off with Nasha, you can obtain a card.

Battle 31

Infiltration of the Ancient Castle

Target Level → After Job Change 29

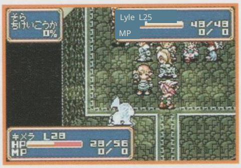
Victory Conditions	Defeat the Colossus (Center)	No clear bonus	
Number of enemies appearing: 20	Total money: 300 gold coins	Number of allies deployed: 12	退却 Locat n: Rune Faust



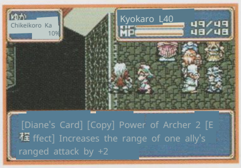
Enemy Name	Number	LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money
Colossus (Center) ❶	1	45	Machine	65	100 50		40	4	37	×	20%	2500
	Magic/Special		Spark LV4 / Blaze LV1				Equipment		—			
Colossus (Left) ❷	1 45		Machine	65	100 50		40	4	37	×	20%	2500
	Magic / Special		Freeze LV4 / Blaze LV1				Equipment		—			
Colossus (Right) ❸	1 45		Machine	65	100 50		40	4	37	×	20%	2500
	Magic / Special		Blaze LV4 / Blaze LV1				Equipment		—			
Blue Dragon ❹～❻	3	35	Dragon	50	0 63		32	5	42	●	0%	2000
	Magic/Special		Freeze LV3				Equipment		—			
Chimera ❼～⓬	6 28		Flying	56	0	59	30	6	40	●	0%	575
	Magic / Special		Blaze LV3				Equipment		—			
Jet ⓭～⓯	3	25	Machine	28	0	45	32	7	33	●	0%	750
	Magic/Special		—				Equipment		—			
Blower ⓰～⓲	3 25	Dead 36			0	62	33	5	32	×	0%	500
	Magic / Special		Vulcan Cannon				Equipment		Great Axe			
Horseman 19. 20	2 23	Horseman 24			0	55	18	7	17	×	0%	800
	Magic/Special		—				Equipment		Buster Shot			

Tactics01〉〉〉 Early Battle Strategy

The story reaches a critical point, and the battle map moves to the Ancient Castle. Once the battle begins, first prepare your troops on the spot. It is recommended to equip Lyle and Dianne with weapons that have a 3-tile range and then give them a second action. Increasing their movement with Step will provide extra security. Next, advance Max to the narrow passage to lure the Blue Dragon and Chimera. At this time, equip a flying unit with the "Miracle Mace" and launch a preemptive attack using Spark LV4. Afterwards, finish them off with Lyle or Dianne. Be cautious of the Blue Dragon's breath attack. Use other units to form a wall so Max does not become the focus of concentrated attacks.



← Here, Lyle and Dianne will be very active.

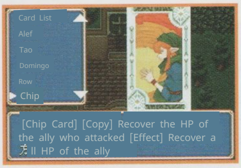


[Diane's Card] [Copy] Power of Archer 2 [Effect] Increases the range of one ally's ranged attack by +2

◆ By using certain cards, it is also possible to extend the range.

Tactics 02〉〉〉 Means to heal the entire party are essential

Even if you fight according to the above strategy, some damage to allies is expected. Especially flying units and the units that act as a wall for Max are in danger. To be able to heal all these units, it is advisable to prepare multiple means to heal the entire party, such as Nasha and Taurus's Aura LV4, the "Blessing Rain," and Chip's cards.

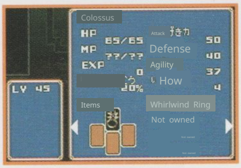


[Chip Card] [Copy] Recover the HP of the ally who attacked [Effect] Recover all HP of the ally

←Even if the chip itself is not present, I want to at least have the card prepared.

Tactics03〉〉〉 Colossus Card

Compared to the fierce attack of the Blue Dragon, the weak enemies near the center of the map are no problem. The only one left is the Colossus. The best countermeasure against the Colossus is to use the Taurus card. This almost nullifies the Colossus's magic attacks. The issue is whether Kyoka Q has an empty slot in the possession card section and whether there is any MP left. If not, limit the units that attack the Colossus and cast the "Spell Wall" magic only on those units. Four or five units are enough. Also, don't forget to include the magic warrior Lag among them. Defeating the Colossus (center) with Lag will yield the card.



🡸 Defeat the Colossus

Occasionally, three types of rings can be obtained.

Obtained the "Colossus Card"!

Deliver the finishing blow with Goat to obtain the "Colossus Card".

Battle 横 Confrontation with Darksol (Consecutive Battle 1) Target Level → Level 30 after job change

Victory Condition: Defeat Darksol

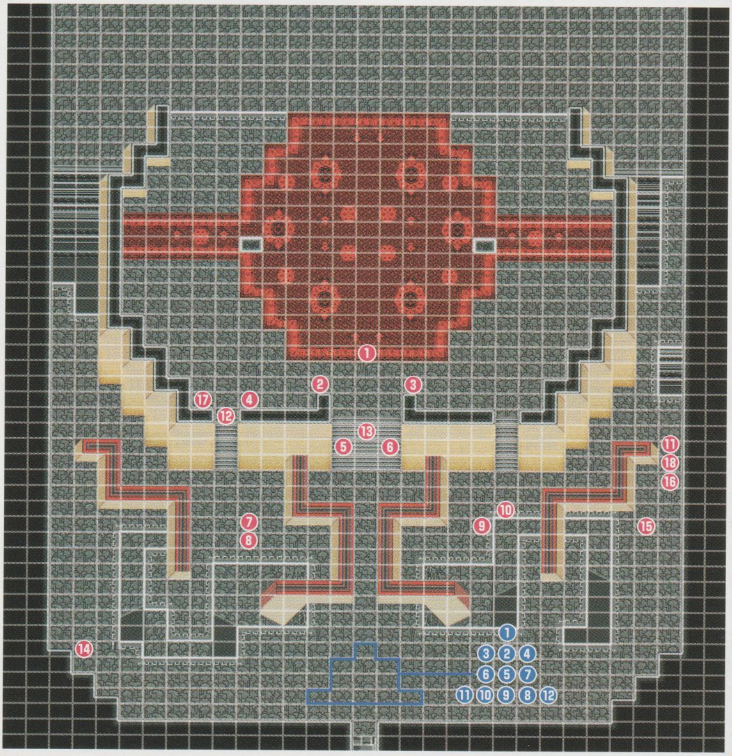
No clear bonus

Number of Enemies: 18

Total money: [illegible]000 gold coins

Number of allies deployed: 12

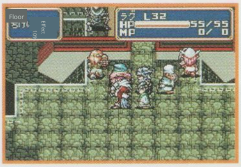
Retreat Location: Rune Faust



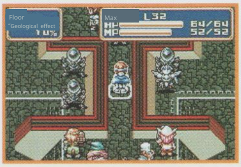
Enemy Name	Number	LV	Attribute	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money
Dark Sol ❶	1	50	Demon	240	100	67	40	0	52	●	30%	0
	Magic / Special		Dark Breath			Equipment		—				
Blue Dragon ❷、❸	2	35	Dragon	50	0	63	32	5	42	●	0%	2000
	Magic/Special		Freeze LV3			Equipment		—				
Torch Eye 0~1	8	25	Machine	28	0	42	32	6	27	×	20%	725
	Magic/Special		Torch Eye			Equipment		—				
Brain Metal 12~1	5	25	Machine	25	0	43	31	5	31	×	30%	700
	Magic / Special		Brain Metal			Equipment		—				
High Priest 17. B	2	19	Human	2040		39	14	7	13	×	40%	350
	Magic/Special		Heal LV3/Torch Eye			Equipment		Staff of the Saint				

Tactics01〉〉〉 Force capable of a frontal breakthrough

After defeating Colossus, the gatekeeper, the decisive battle against Darksol finally begins. However, before that, remember that this battle and the next battle are consecutive. Even if you win against Darksol, save, and return, you will have to fight Darksol again before proceeding to Battle 33. According to Noba's advice, it is recommended to take a detour route in this battle. However, if you use a bow with a 3-tile range to defeat the Torch Eye in front, you can advance from the front without any problem. Even if not, when facing the two consecutive battles, you will need enough strength to break through the front without worrying about being attacked by the Torch Eye.



← Not just rushing in but preparation for steps and re-actions is necessary.



If you are in this position, you will not be targeted by Torch Eye.

Tactics 02〉〉〉 Gather around Darksol

After defeating the four Torch Eyes, the next battle against the Blue Dragon awaits. However, compared to the previous battle, it probably won't be that difficult. The only troublesome part is if the High Priest heals, so either defeat the High Priest before they can heal or take down the High Priest themselves. As for the remaining Dark Sol, this enemy is indeed tough. Gather your allies carefully while avoiding getting within 3 squares of Dark Sol, and beforehand, defeat all enemies surrounding Dark Sol.

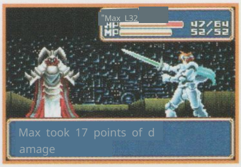
Amon L33
HP 55/55
MP 0/ 0
[High Priest 20 L1
HP
MP

The High Priest who uses healing magic should be defeated first.

Defeat them first.

Tactics 03〉〉〉 Defeat the arch-enemy Dark Sol with Max

Since magic does not work on Dark Sol, you have no choice but to defeat him with physical attacks. Cast the "Attack" spell on the units that will attack beforehand. Also, Dark Sol has Dark Breath, which can attack within a 3-square range and affects an area of 5 squares. When attacking, be careful that allied units are not adjacent to each other. Furthermore, the chance of counterattack is very high. In any case, this is not an opponent you can defeat without taking damage, so be prepared for some sacrifices when launching your attack. If Max delivers the finishing blow, you will obtain a card.



Max took 17 points of damage

The high counterattack rate is due to the level difference, so it cannot be prevented.

Battle Yoyo Revival of the Black Dragon (Consecutive Battle 2)

Target Level → Level 30 after job change

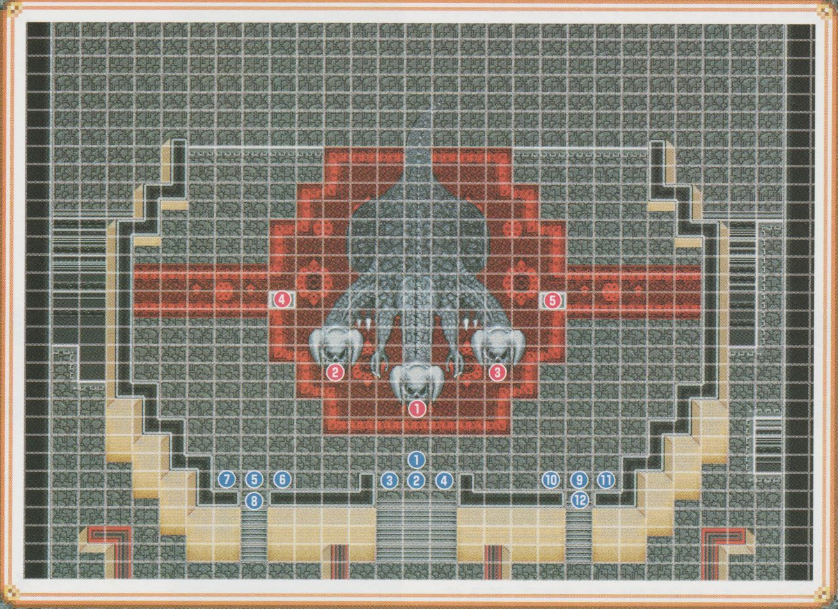
Victory Conditions: Defeat the Dark Dragon

No clear bonus

Number of enemies appearing: 5 (∞)

Total money: 20[illegible]0 gold coins (∞) Number of allies deployed: 12

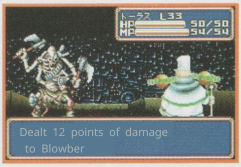
退 Location: Rune Faust



Enemy Name	Number	LV	Attributes	HP	MP	Attack	Defense	Movement	Speed	Counterattack	Magic Resistance	Money
Dark Dragon (Center) ❶	1	99	Evil Dragon	280	100	65	40 0 60			×	0%	0
	Magic / Special		Dark Breath				Equipment		—			
Dark Dragon (Left) ❷	1	98	Evil Dragon	240	100	67	40 0 52			×	0%	0
	Magic/Special		Freeze LV1				Equipment		—			
Dark Dragon (Right) ❸	1	98	Evil Dragon	240	100	67	40	0	52	×	0%	0
	Magic/Special		Freeze LV1				Equipment		—			
Blower 4, 6	0040		Dead	36	0	66	33	5	32	×	0%	1000
	Magic/Special		Vulcan Cannon				Equipment		Great Axe			

Tactics01〉〉〉 Gain experience with Blowber

Continuous battle following the previous Dark Sol fight. The battle map is limited to the altar area only. The initial enemy deployment consists solely of the Dark Dragon, but Blowbers spawn infinitely from the holes on the left and right. Since Blowbers are at level 40, you can temporarily ignore the Dark Dragon and farm experience from these enemies. If all allies are above level 30, Battle 32 can be fought easily. After finishing experience farming, block the holes with allied units to prevent Blowbers from spawning.

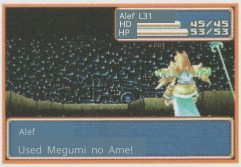


Dealt 12 points of damage to Blowber

← If you equip the "Staff of the Saint," the High Priest is also fairly strong.

Tactics02〉〉〉 Take down the dragon heads one by one

After raising the level of your allied units, the final showdown with the Dark Dragon is finally here. In this battle, unlike with the Colossus, defeating only the central head will not clear the stage. You must crush all three heads. However, if you attack all three simultaneously, your forces will be spread too thin, so first divide your troops into two groups and take down the left and right heads. At this time, it's good to assign healers to both groups, but relying on means that can heal the entire party, such as Aura LV4 or the "Megumi no Ame" (Blessing Candy), is more effective.

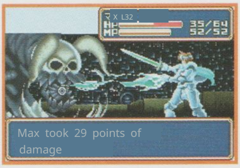


Alef
Used Megumi no Ame!

← Since this is the last battle, you can use items without hesitation.

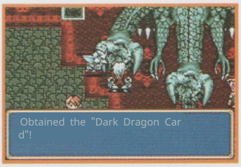
Tactics03〉〉〉 Finish off the Dark Dragon with Kyoka Q

The last remaining central head should be attacked by the unit with the highest attack power and HP among your allies. When the enemy's HP drops below 30, it's time for Kyoka Q to step in. If he delivers the finishing blow, you will obtain the last card as an enemy card. However, the problem is how to deal damage with the low-attack Kyoka Q. There are several methods, but here are two types introduced. First is using the Spark LV4 of the "Miracle Mace." However, this may break. The other main method is to copy the "Ramurado's Card" to Kyoka Q and then increase his attack power with "Attack."



Max took 29 points of damage

←Dark Breath
Once he takes it, I'll heal him immediately.



Obtained the "Dark Dragon Card"!

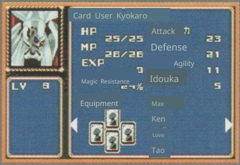
←This is the biggest challenge. Let's use our wits to somehow clear it.

COLUMN

About playing from the second playthrough onward

Kyoka Q joins the party from the start

After finishing the ending of the first playthrough, you will be given the option to save the data. Unless there is a special reason, choose "Yes" here. This is because you can start the second playthrough with all the cards collected in the first playthrough. From the second playthrough onward, Kyoka Q will join the party before starting the first battle. His initial level is 8. Although his level is high, the cards he can use are also useful. Additionally, at the start of the second playthrough, you will also obtain the "Max (or the protagonist name given by the player) Card," allowing Max to act again (Move) from the beginning. Besides Move, you can also make use of effects that increase allies' defense or heal them, so enjoy the game in your own style.



Card User Kyokaro

HP 25/25
MP 26/26
EXP 7
LV 8

Attack 7 23
Defense 21
Agility 11
Magic Resistance Idouka 5

Equipment
Max
Ken
Love
Tao

← Kyoka Q is available from the start Use it effectively.

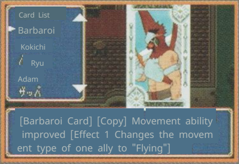
キョ L 8
HP 25/25
MP 26/26

Max will take an additional action

◆ Use Move on units that you want to gain experience.

The enemies become stronger

From the second playthrough onward, a star mark will appear next to the save data. However, it is important to note that as you play through the second, third, and subsequent playthroughs, the strength of the enemies also increases. The enemy strength listed in this book corresponds to the first playthrough, so it is quite possible that even under the same conditions, you may not receive the clear bonus. Battles featuring powerful bosses such as Mishaela and Cain are particularly problematic. When fighting these enemies, it is of course essential to challenge them with your main members, but it is also important to use Kyoka Q cards effectively. Flexible strategies will be required, such as increasing the attack range of melee-only units to 2, or changing mounted units to the movement pattern of flying units. Incidentally, it is theoretically possible to play up to the 99th playthrough, with enemy strength increasing accordingly.



Card List
Barbaroi
Kokichi
Ryu
Adam
サッパ

[Barbaroi Card] [Copy] Movement ability improved [Effect 1 Changes the movement type of one ally to "Flying"]

← Cards that change movement patterns are important.

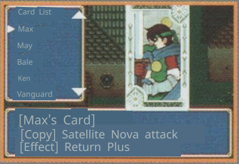
Kyoka Level 15
HP 37/37 37/37

[Colossus Card] [Copy] Spark attack [Effect] Raises the defense of all allies

←The more powerful the card, the more MP it consumes.

Collecting Items and Cards

This game offers a variety of items, including drop items and hidden items, as well as numerous cards. The total number of cards is 55, consisting of 33 ally unit cards and 22 enemy cards. From the second playthrough onward, it might be enjoyable to play while collecting these items and cards. Although collecting all items is nearly impossible, cards accumulate steadily, so if you keep at it, you will eventually be able to collect them all. For information on drop items (p.178) and hidden items, please refer to page 202 and onward. For information on how to obtain cards, please see page 199.



Card List
Max
May
Bale
Ken
Vanguard

[Max's Card]
[Copy] Satellite Nova attack
[Effect] Return Plus

←Cards can be accumulated.
Complete
aim for completion.

SHINING FORCE FINAL COMPLETE GUIDE #3

Special Data Section

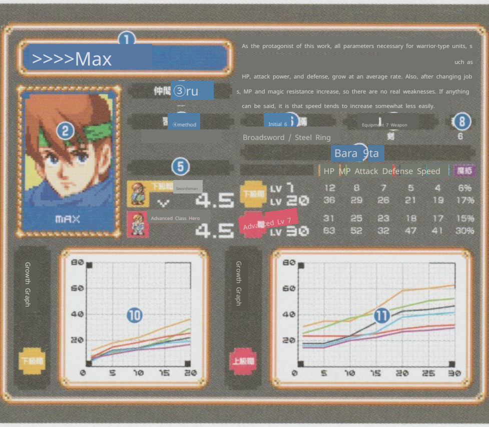
#3 Special Data Section

Special Data

Unit

All data for 33 allied units, including Max, are revealed. Understand each unit's growth tendencies well and bring out their abilities.

How to Read the Data



①

>>>>Max

As the protagonist of this work, all parameters necessary for warrior-type units, such as HP, attack power, and defense, grow at an average rate. Also, after changing jobs, MP and magic resistance increase, so there are no real weaknesses. If anything can be said, it is that speed tends to increase somewhat less easily.

② MAX

仲間③ru

④method

Initial 6 Broadsword / Steel Ring

Equipment 7 Weapon 剣

⑧ 6

Bara 9ta

⑤

下級職 Swordsman 4.5

Advanced Class Hero 4.5

		HP	MP	Attack	Defense	Speed	魔抵
下級職	LV 1	12	8	7	5	4	6%
	LV 20	36	29	26	21	19	17%
Advanced Lv 7		31	25	23	18	17	15%
	LV 30	63	52	32	47	41	30%

① Name

The name of the unit

② Face

The face graphic of the unit. Only Max's changes upon class change

③ Chapter Joined

The chapter in which the unit joins Max's army. The number in parentheses indicates the page where the timing of joining is listed

④ Learned Magic

The magic that the unit can potentially learn. Each unit can have up to 4 types. For details, refer to p.185 ⑤ Class

The class that the unit can take. For units that can change class, both the lower and upper classes are shown; for units that cannot change class, only the upper class is listed. The number next to each class is a score independently assigned by the editorial staff of this book indicating how useful the unit is in that class. The highest score is 5.0. However, this should be considered only as a reference value.

⑥ Initial Equipment

The initial equipment when that unit joined the party

⑦ Equipable Weapons

The types of weapons that the unit can equip. However, even within the same type of weapon, some can only be equipped by advanced classes, and there are slight differences in what can be equipped depending on the profession. For more details, please refer to the data from page 186 onward.

⑧ Movement

The movement range of that unit. When the terrain cost is 1 (such as indoors or flat ground), it indicates how many squares the unit can move.

⑨ Parameters

Parameters at the time the unit joins the party, at level 20 of the lower class, level 1 of the upper class, and level 30 of the upper class

⑩ Growth graph (lower class)

A line graph representing the growth of that unit at the lower class stage. The 9 parameters are graphed in 5-level increments. 1 Growth Graph (Advanced Class)

A line graph representing the growth of the unit at the advanced class stage. The horizontal axis shows the unit's level, and the vertical axis indicates the numerical values of each parameter. The color of each parameter's graph line corresponds to the colors used in the table and matches each item's color. However, for units that do not change class, only two stages are shown: advanced class level 1 and advanced class level 30. Additionally, these parameters are based on the average values observed when the unit has leveled up five times.

HP	―	Defense	―
MP	―	Speed	―
Attack	―	Magic Resistance	―

Max

As the protagonist of this work, all the parameters necessary for a warrior-type unit, such as HP, attack power, and defense, grow at an average rate.

After changing jobs, MP and magic resistance also increase, so there are no real weaknesses. The only drawback might be that his speed tends to increase somewhat slowly.

Chapter when joining the party

—

Learned Magic

Return / Satellite Nova

Starting Equipment

Short Sword / Steel Ring

Equipable Weapons

Sword

Movement

6

Class

Lower Class: Swordsman 4.5

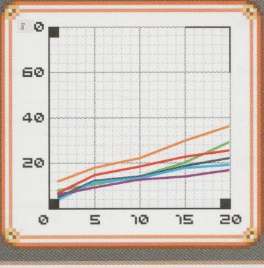
Advanced Class Hero 4.5

Parameters

		HP	MP	Attack	Defense	Speed	Magic Resistance
Lower Class	LV 1	12	8	7	5	4	6%
	LV 20	36	29	26	21	19	17%
Advanced Class	LV 1	31	25	23	18	17	15%
	LV 30	63	52	32	47	41	30%

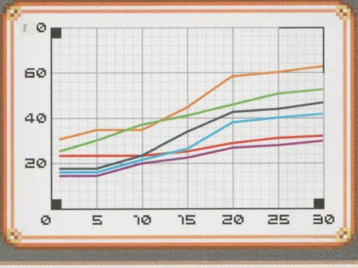
Growth Graph

Lower Class



Growth Graph

Advanced Class



>>>>Ken

An apprentice knight who acts alongside Max from the beginning. HP, defense, and speed, the parameters necessary for knight-type units, grow without issue. Growth after job change is especially remarkable. Although attack power may seem to not increase much, the powerful weapons that can be equipped make this less of a concern.

Chapters to Join

Chapter 1 (See P051)

Learned Magic

None

Starting Equipment

Spear

Equipable Weapons

Lance/Spear

Movement

8

Class

Lower Class Knight 3.5

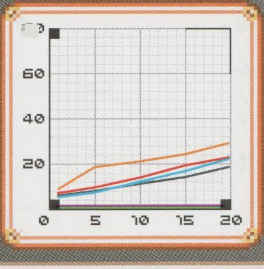
Upper Class Paladin 4.0

Parameters

		HP	MP	Attack	Defense	Speed	Magic Resistance
Lower Class	LV 1	9	0	7	6	6	0%
	LV 20	29	0	23	19	23	0%
Advanced Class	LV 1	25	0	20	17	20	0%
	LV 30	53	0	30	45	50	0%

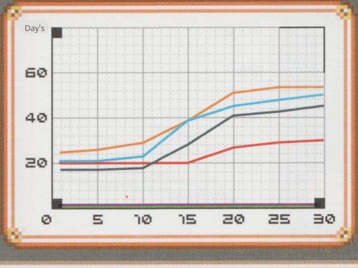
Growth Graph

Lower Class

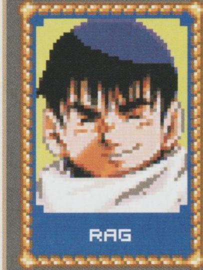


Growth Graph

Advanced Class



>>>> Lag



A member of the Guardian Warrior Corps, a young warrior who admires the legendary warrior Goht. By the time of job change, he shows growth that even surpasses Goht. This applies generally to warriors, but his HP and agility growth are poor, and his magic resistance is always 0. If this weakness is compensated for, he can remain active as a first-string unit until the end.

Chapter when joining the party
Chapter 1 (See P051)

Learned Magic
None

Starting Equipment	Equipable Weapons	Movement
Short Sword	Sword/Axe	6

Class

Lower Class Warrior 4.0

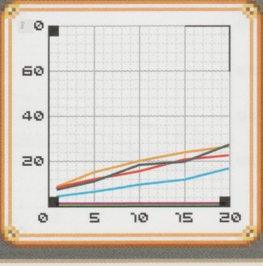
Advanced Class Master Warrior 4.0

Parameters

		HP	MP	Attack	Defense	Speed	Magic Resistance
Lower Class	LV 1	9	0	9	8	5	0%
	LV 20	27	0	22	27	17	0%
Advanced Class	LV 1	23	0	19	23	15	0%
	LV 30	49	0	36	62	40	0%

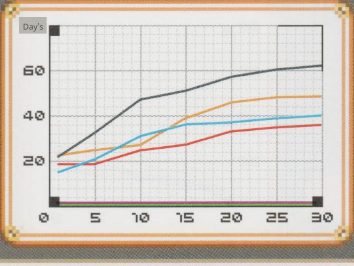
Growth Graph

Lower Class

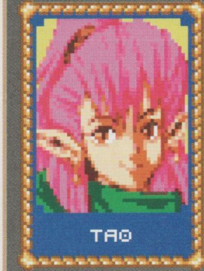


Growth Graph

Advanced Class



>>>> Tao



A girl of the Elf tribe who served as Henri's maid. Except for magic resistance, her parameter growth surpasses Henri's. She also learns Attack and Sleep, making her a strategically important unit. However, since Blaze is her only offensive magic, she tends to be overshadowed by Henri and Alef in the late stages of the game.

Chapters to Join
Chapter 1 (See P051)

Learned Magic
Blaze / Sleep
Anti-Spell / Attack

Starting Equipment	Equipable Weapons	Movement
Kinotsue	Staff	5

Class

Lower Class Mage 3.5

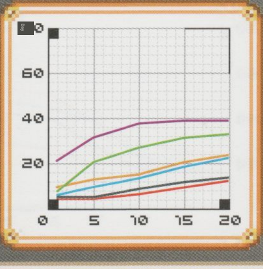
Advanced Class Daimado 3.5

Parameters

		HP	MP	Attack	Defense	Speed	Magic Resistance
Lower Class	LV 1	10	8	5	4	6	22%
	LV 20	24	33	13	13	23	39%
Advanced Class	LV 1	21	29	12	12	20	34%
	LV 30	47	58	20	36	54	60%

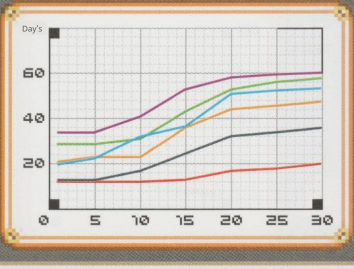
Growth Graph

Lower Class

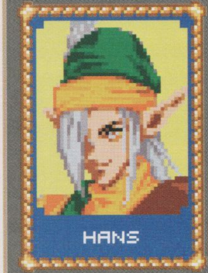


Growth Graph

Advanced Class



>>>> Hans



Regular archer of the Gardiana army. Although capable, he apparently dislikes fighting. His parameter growth is a late bloomer type in all aspects except for speed. Because of this, Diane, who joins the party later, tends to take the first-string position. However, if raised with a long-term perspective, there is not much difference between the two.

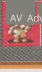
Chapter to Join Allies
Chapter 1 (see P051)

Learned Magic
None

Starting Equipment	Equipable Weapon	Movement
Kino-ya	Bow	5

Class

Lower Class Archer 3.0



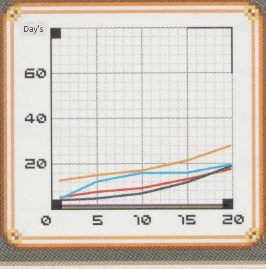
AV Advanced Class Bowmaster 3.5

Parameters

		HP	MP	Attack	Defense	Speed	Magic Resistance
Lower Class	LV 1	13	0	6	4	6	0%
	LV 20	28	0	18	19	19	0%
Advanced Class	LV 1	24	0	16	17	17	0%
	LV 30	47	0	24	32	50	0%

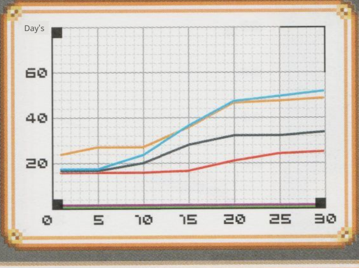
Growth Graph

Lower Class

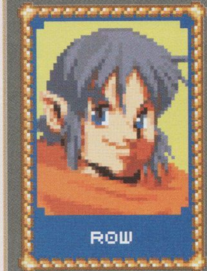


Growth Graph

Advanced Class



>>>> Low



Max's best friend and an apprentice priest. In terms of growth across various parameters, he is flawless, but like Tao, he is disadvantaged by the spells he can learn. Although spells like Antidote and Quick are hard to give up, there are items with the same effects, so it will likely be difficult for him to remain in the first squad for long.

Chapters to Join
Chapter 1 (See P051)

Learned Magic
Heal / Antidote
Slow/Quick

Starting Equipment	Equipable Weapons	Movement
Kinotsue	Staff	5

Class

Lower Class Job: Priest 3.5

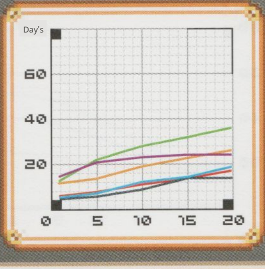
Advanced Class: High Priest 3.5

Parameters

		HP	MP	Attack	Defense	Speed	Resistance
Lower Class	LV 1	12	13	7	5	6	15%
	LV 20	27	36	17	15	19	24%
Advanced Class	LV 1	23	31	15	13	17	21%
	LV 30	53	51	23	39	49	46%

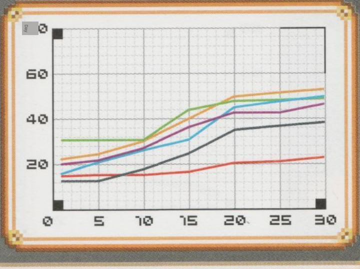
Growth Graph

Lower Class



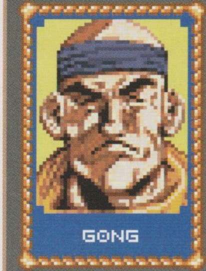
Growth Graph

Advanced Class



Special Data

>>>> Gong



At the Guardian's mountain hut, a training monk who volunteers to join the party. A special unit possessing both a strong physique and healing powers. However, when it comes to evaluating the unit's value, one might tilt their head in doubt. Both the learned magic and attack power are mediocre. Will he be sent to the second team immediately after changing jobs?

Chapter when joining the party
Chapter 1 (See P051)

Learned Magic
Heal / Aura

Starting Equipment
None

Equipable Weapons
None

Movement
6

Class

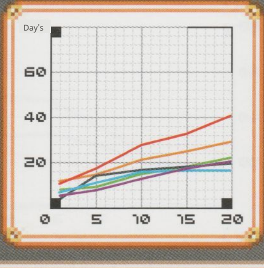
Lower Class Job Monk
3.5

Advanced Class Master Monk
2.5

Parameters

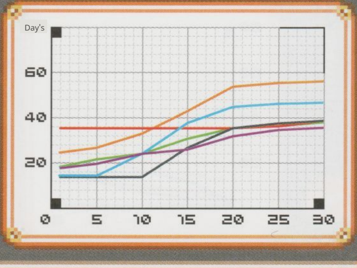
		HP	MP	Attack	Defense	Speed Magic	Resistance
Lower Class	LV 1	12	8	11	4	7	6%
	LV 20	29	22	41	20	17	21%
Advanced Class	LV 1	25	19	35	18	15	18%
	LV 30	56	39	38	38	47	36%

Growth Graph



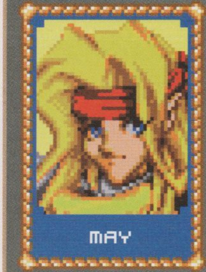
Lower Class

Growth Graph



Advanced Class

>>>>May



Among the many knight-type units, she is the only female unit. She is also the daughter of Max's master, Barios. Her growth trends in various parameters are almost the same as Ken's, but her HP tends to increase more easily while her defense grows slightly less. However, the difference is minimal, and she can still perform well as a main unit until the end.

Chapters to Join
Chapter 1 (See P051)

Learned Magic
None

Starting Equipment
Bronze Lance

Equipable Weapons
Lance/Spear

Movement
8

Class

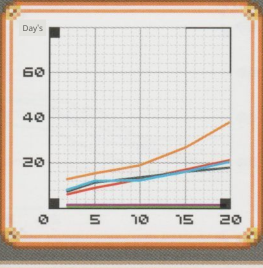
Lower Class Knight
3.5

Advanced Class Paladin
3.5

Parameters

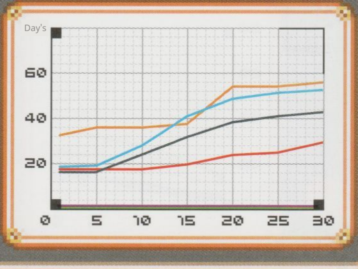
		HP MP	Attack	Defense	Speed	Magic	Resistance
Lower Class	LV 2	13	0	6	7	8	0%
	LV 20	38	0	21	18	21	0%
Advanced Class	LV 1	33	0	18	16	18	0%
	LV 30	56	0	29	42	53	0%

Growth Graph



Lower Class

Growth Graph



Advanced Class

Special Data

>>>>Goat

A legendary warrior once called the pride of the Dwarf tribe. Job change The parameter growth immediately after the job change is somewhat poor, so the question is whether you can endure and train through that period. In this experiment, the HP ultimately increased significantly. Between Lag and Goat, the one whose HP increased more should be promoted as a first-team member.

Chapter when joining the party
Chapter 1 (See P051)

Learned Magic
None

Starting Equipment
Hand Axe

Equipable Weapons
Sword/Axe

Movement
6

Parameters

Class

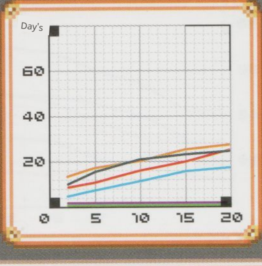
Lower Class Warrior
∨ 3.5

Advanced Class Master Warrior
24.0

		HP	MP	Attack	Defense	Speed	魔 Resist
Lower Class	LV 2	13	0	9	10	5	0%
	LV 20	27	0	25	25	17	0%
Advanced Class	LV 1	23	0	22	22	15	0%
	LV 30	56	0	34	62	40	0%

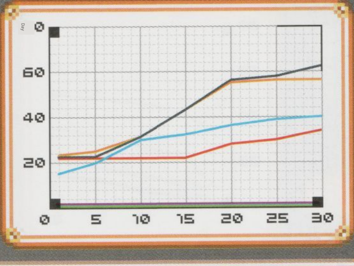
Growth Graph

Lower Class



Growth Graph

Advanced Class



>>>>Chip

A priest attached to the princess of Altarone Castle. Apart from having good growth in magic resistance, the parameters themselves are not much different from Row. However, in the case of Chip, the magic he can learn is advantageous. Along with Taurus, he is expected to be active until the final battle. Some fans of the group say that his appearance in a maid outfit is irresistible.

Chapters to Join
Chapter 1 (See P051)

Learned Magic
Heal / Slow
Quick/Aura

Starting Equipment
Kinotsue

Equipable Weapons
Staff

Movement
5

Parameters

Class

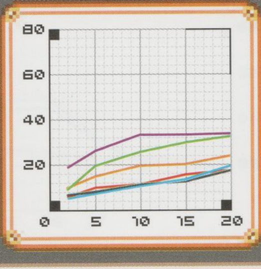
Lower Class Job: Priest
∨ 3.5

Advanced Class: High Priest
3.5

		HP	MP	Attack	Defense	Speed	Magic Resistance
Lower Class	LV 2	10	10	6	6	5	19%
	LV 20	24	32	17	17	19	34%
Advanced Class	LV 1	21	28	15	15	17	29%
	LV 30	50	48	24	39	48	53%

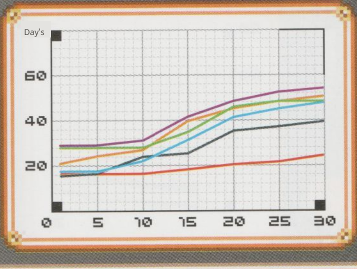
Growth Graph

Lower Class

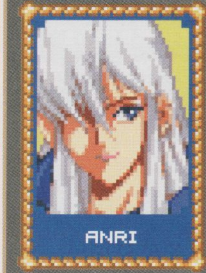


Growth Graph

Advanced Class



>>>> Anri



Princess of Gardiana and heir to the throne. Having trained in Manarina, her abundance of offensive magic is impressive. This is the reason she can remain in the first squad. However, while in the lower class, her HP does not increase easily, which has caused concern for many. It is also an option to promote her early around level 15. Equipable weapons Movement

Chapter to join

Chapter 2 (see P065)

Learned magic

Blaze/Freeze

Illute/Spark

Initial equipment

Power Stick

Staff

5

Class

Lower Class Mage

3.0

Advanced Class Daimado

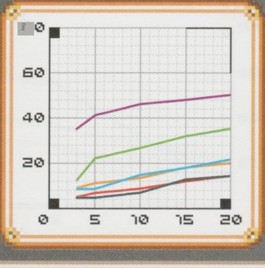
4.0

Parameters

		HP	MP	Attack	Defense	Speed	Magic Resistance
Lower Class	LV 3	9	13	5	5	9	35%
	LV 20	20	34	14	14	21	50%
Advanced Class	LV 1	18	29	12	12	18	43%
	LV 30	47	51	17	31	51	70%

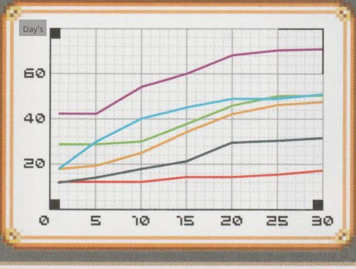
Growth Graph

Lower Class

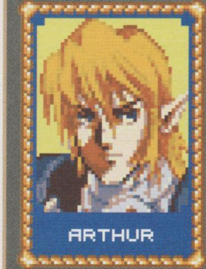


Growth Graph

Advanced Class



>>>> Arthur



Perhaps because he was in Manarina, he is an unusual knight who learns magic. More than the magic he acquires, it is gratifying that his magic resistance increases. He is also an extremely late bloomer, showing remarkable growth around level 15 both before and after changing jobs. If raised well, he is sure to become the strongest knight unit.

Chapter where he joins the party

Chapter 2 (see P065)

Learned magic

Blaze/Freeze

Spark

Starting Equipment

Bronze Lance

Equipable Weapons

France/Spear

Movement

8

Class

Lower Class Knight

2.5

Advanced Class Paladin

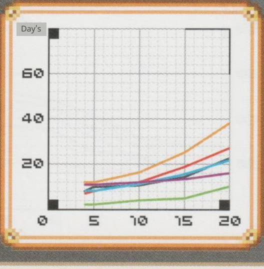
4.0

Parameters

		HP	MP	Attack	Defense	Speed	Magic Resistance
Lower Class	LV 4	12	2	7	8	8	11%
	LV 20	38	9	27	22	23	16%
Advanced Class	LV 1	33	8	23	19	20	14%
	LV 30	54	25	27	46	52	30%

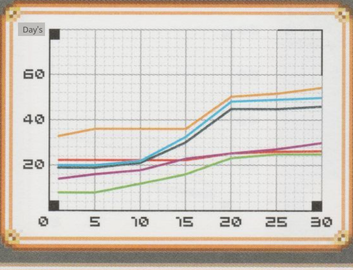
Growth Graph

Lower Class



Growth Graph

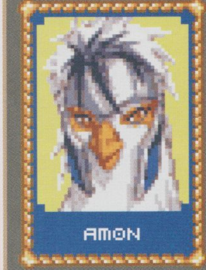
Advanced Class



Special Data

AMON

A rare surviving member of the Birdman tribe. The growth of various parameters cannot be said to be good, except for defense in the lower class job. However, compared to her husband Barbaroi, Amon is still more reliable. She is a strategically important flying unit, and it is not a loss to include her in the first army because she can equip a more powerful sword.



Chapter when joining the party	Learned Magic	Starting Equipment	Equipable Weapons	Movement
Chapter 2 (See P065)	None	Middle Sword	Sword	6

Class

Lower Class Job: Birdman 3.5

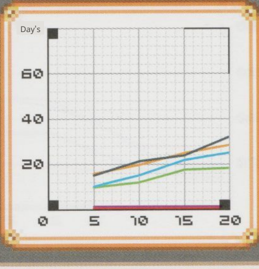
Advanced Class: Bardler 4.0

Parameters

		HP	MP	Attack	Defense	Speed	Magic Resistance
Lower Class	LV 5	16	0	10	15	10	0%
	LV 20	29	0	19	32	25	0%
Advanced Class	LV 1	25	0	17	28	22	0%
	LV 30	55	0	27	41	51	0%

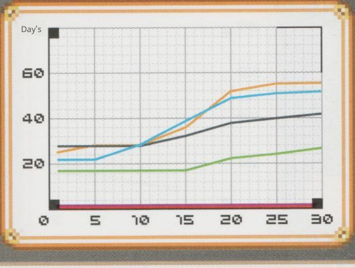
Growth Graph

Lower Class



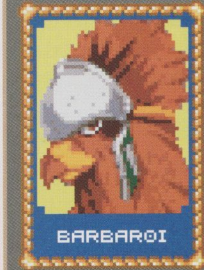
Growth Graph

Advanced Class



>>> Barbaroi

A birdman unit who joins alongside Amon. Before changing jobs, he can be expected to perform reasonably well, but once Kōkichi and Domingo join, he is completely relegated to the second team. However, since flying units are strategically important, he can be used if his role is limited to support such as healing with items.



Chapter to Join	Learned Magic	Starting Equipment	Equipable Weapons	Movement
Chapter 2 (see P065)	None	Middle Sword		6

Class

Lower Class Job: Birdman 3.5

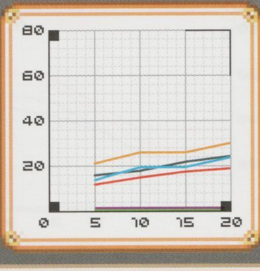
Advanced Class: Bardler 2.5

Parameters

		HP	MP	Attack	Defense	Speed	
Lower Class	LV 5	21	0	12	15	16	0%
	LV 20	29	0	19	23	23	0%
Advanced Class	LV 1	25	0	17	20	20	0%
	LV 30	50	0	29	35	50	0%

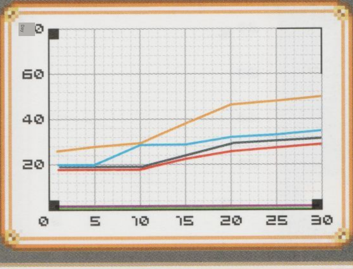
Growth Graph

Lower Class



Growth Graph

Advanced Class



Special Data

DIANE

An elf girl born in Bastok, where many beastmen live. In this experiment, results were almost the same as Hans, but compared to the late-blooming type Hans, she often shows consistently stable combat power. Because her active period as a main unit is longer, her score is slightly higher than Hans. Equipable Weapons Movement

Chapter when joining the party

Chapter 3 (See P081)

Learned Magic

None

Starting Equipment

Steel Arrow

Bow

5

Class

Lower Class Archer

3.5

Advanced Class Bowmaster

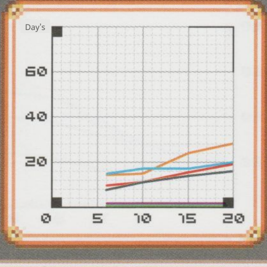
4.0

Parameters

		HP	MP	Attack	Defense	Sa	Magic Resistance
Lower Class Unit	LV 6	14	0	10	8	14	0%
	LV 20	28	0	19	16	20	0%
Advanced Class	LV 1	24	0	17	14	18	0%
	LV 30	50	0	20	33	48	0%

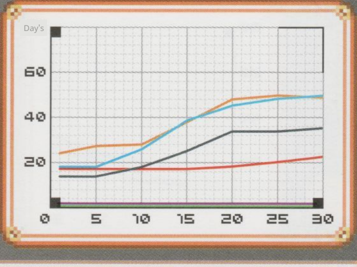
Growth Graph

Lower Class



Growth Graph

Advanced Class



>>>> Zappa

The chief of Bastok, revered as the forest spirit. An indispensable presence in battles in mountainous areas. There is no problem with parameter growth, but since weapons cannot be equipped, whether he can remain in the first squad until the end is uncertain. If you want him to play a leading role, it is better to wait until level 20 for job change.

Chapter to join allies

Chapter 3 (see P081)

Learned magic

None

Starting Equipment	Equipable Weapons	Movement
None	None	7

Class

Lower class job Werewolf

4.5

Advanced Class Wolf Baron

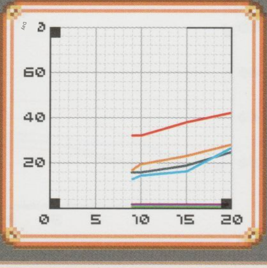
4.0

Parameters

		HP	MP	Attack	Defense	Speed	Resistance
Lower class fee	LV 9	17	0	32	16	13	0%
	LV 20	28	0	42	25	26	0%
Advanced Class	LV 1	24	0	36	22	23	0%
	LV 30	56	0	63	48	53	0%

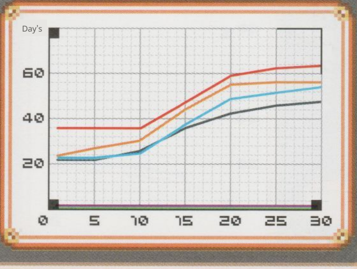
Growth Graph

Lower Class

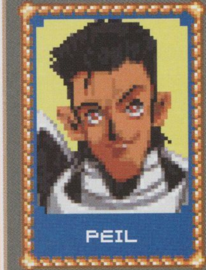


Growth Graph

Advanced Class



>>>> Pale



A knight who joins at the end of Chapter 3. He is a mercenary knight but dislikes underhanded tactics. His HP growth is average, and his defense also grows moderately, so he can perform well as a main unit until around the mid-game. However, there are too many rival knight units. It would have been better if he were a Rune Knight or Silver Knight.

Chapter when joining the party

Chapter 3 (See P081)

Learned Magic

None

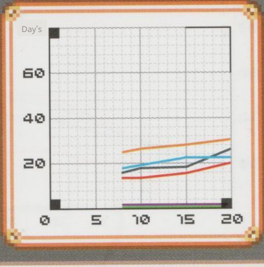
Starting Equipment	Equipable Weapons	Movement
Bronze Lance	France/Spear	8

Parameters

Class				HP	MP	Attack	Defense	Speed	Magic Resistance
Lower Class Knight	4.0	Lower Class Unit	LV 8	25	0	13	16	18	0%
			LV 20	30	0	20	26	23	0%
Advanced Class Paladin	3.5	Advanced Class	LV 1	26	0	18	23	20	0%
			LV 30	56	0	25	47	50	0%

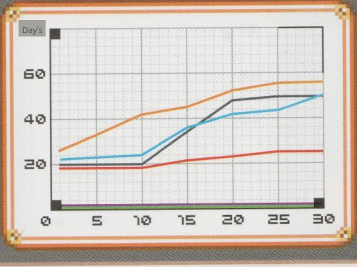
Growth Graph

Lower Class

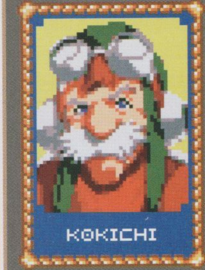


Growth Graph

Advanced Class



>>>>Kokichi



A resident of Bastok who longs to fly in the sky. As can be seen from the appearance, he is not very young, and his various parameters do not improve much. However, despite being a flying unit, he can equip high-attack lances and spears, which is an attractive point. He is a unit that can be included in the main party until the end without any problem.

Chapter to Join

Chapter 4 (See P093)

Learned Magic

None

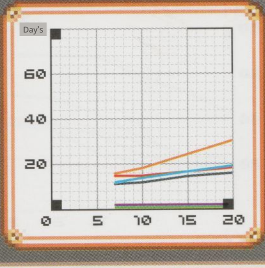
Starting Equipment	Equipable Weapons	Movement
Bronze Lance	France/Spear	6

Parameters

Class				HP	MP	Attack	Defense	早さ	Magic Resistance
Lower Class Wing Knight	3.5	Lower Class	LV 7	16	0	15	11	12	0%
			LV 20	30	0	18	16	19	0%
Advanced Class Sky Lord	3.5	Advanced Class	LV 1	26	0	16	14	17	0%
			LV 30	53	0	25	40	45	0%

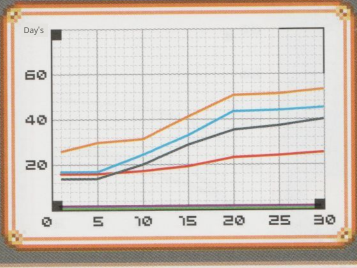
Growth Graph

Lower Class



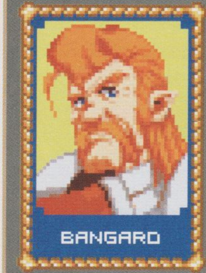
Growth Graph

Advanced Class



>>>> Vanguard

By order of King Coron of Pao, he acts as a bodyguard knight accompanying Max and the others. Like Pale, he possesses a certain level of ability, but compared to Arthur and Ken, he falls short. However, if raised with affection, he can perform well even in the final battle. Try raising him from the second playthrough onward.



Chapter when joining the party

Chapter 4 (See PO93)

Learned Magic

None

Starting Equipment	Equipable Weapons	Movement
Bronze Lance	Lance / Spear	8

Class

Lower Class Knight

4.0

Advanced Class Paladin

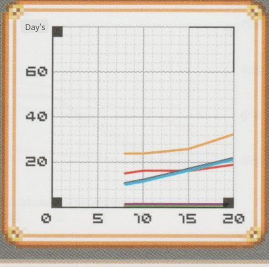
3.5

Parameters

		HP	MP	Attack	Defense	Speed	Magic Resistance
Lower Class	LV 8	24	0	15	11	11	0%
	LV 20	33	0	19	20	22	0%
Advanced Class	LV 1	29	0	17	18	19	0%
	LV 30	52	0	26	45	52	0%

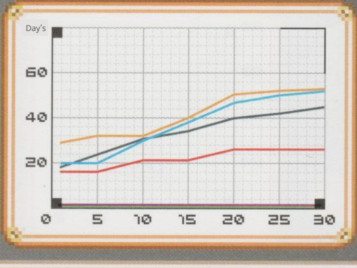
Growth Graph

Lower Class



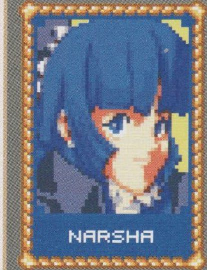
Growth Graph

Advanced Class



>>>>Nasha

Daughter of Emperor Ramradu of Rune Faust. Her magic resistance grows abnormally high, and the growth of her other parameters is also not bad. However, her greatest feature is that she can easily level up through support magic such as Step and Attack. Reaching level 99 is not impossible, and her abilities increase accordingly.



Chapter to Join

Chapter 4 (See P093)

Learned Magic

Attack/Aura

Spell Boost/Step

Starting Equipment	Equipable Weapons	Movement
Mace	Mace	6

Class

Lower Class Shaman

5.0

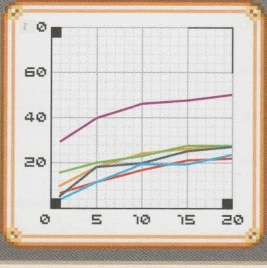
Advanced Class Saint

5.0

Parameters

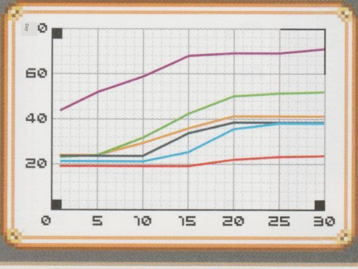
		HP	MP	Attack	Defense	Speed	Resistance
Lower Class	LV 1	10	16	7	6	4	30%
	LV 20	28	27	22	28	24	51%
Advanced Class	LV 1	24	23	19	24	21	44%
	LV 30	42	52	24	39	38	71%

Growth Graph



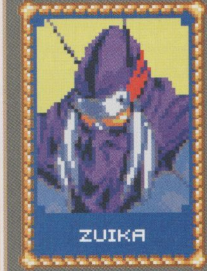
Growth Graph

Advanced Class



Special Data

>>>> Zuika



An insect warrior awakened from an ancient ruin. His growth type is a complete late bloomer, but in his case, there are many elements not visible from the parameters. He has a high counterattack and critical rate, and after job change, when his HP falls below half, his next attack power doubles. However, compared to Hanzou, he tends to be somewhat overshadowed.

Chapter when joining the party

Chapter 4 (see P091)

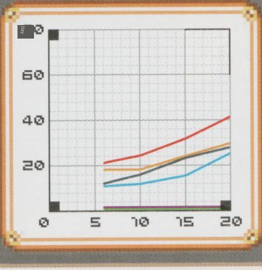
Learned Magic	Starting Equipment	Equipable Weapons	Movement
None	None	None	7

Parameters

Class			HP	MP	Attack	Defense	Speed	Magic Resistance
Lower Class Assassin 4.5	Lower Class	LV 6	18	0	21	12	10	0%
		LV 20	29	0	41	28	25	0%
Advanced Class Killer Machine 4.0	Advanced Class	LV 1	25	0	35	24	22	0%
		LV 30	50	0	58	53	34	0%

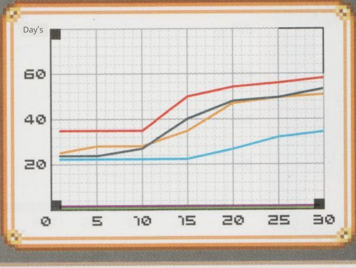
Growth Graph

Lower Class

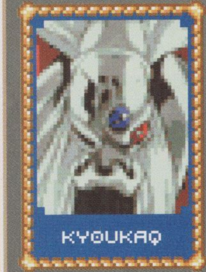


Growth Graph

Advanced Class



>>>> KyoukaQ



A mysterious man who can manipulate time and space, appearing simultaneously in different locations. He is the only unit capable of drawing out various abilities hidden within cards. Although his initial abilities are high, the growth of his various parameters is surprisingly poor. However, since he can even copy the abilities of enemy bosses, his own parameters probably do not matter. Considering his strategic role, he remains an indispensable unit in the first army until the end.

Chapter when joining the party

Chapter 4 (See PO93)

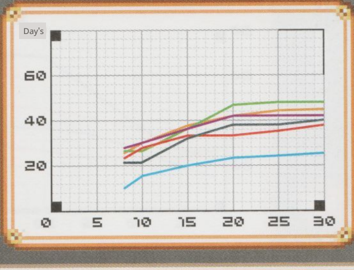
Learned Magic	Starting Equipment	Equipable Weapons	Movement
None	None	None	5

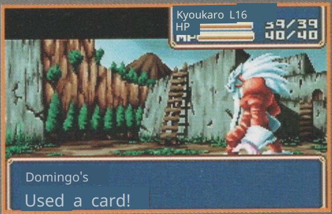
Parameters

Class			HP	MP	Attack	Defense	Speed	Magic Resistance
Advanced Class Card User 4.5	Advanced Class	LV 8	25	26	23	21	11	29%
		LV 30	45	48	37	40	25	42%

Growth Graph

Advanced Class



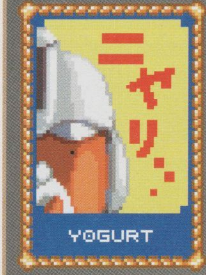


Kyoukaro L16
HP 39/39
MP 40/40

Domingo's
Used a card!

↑ The most frequently used command is "Move." Since it allows allies to act again, it is strategically very important.

>>>> Yogurt



An elusive and mysterious creature that appears in various locations. As a unit, its abilities are as shown in the growth chart below, and even if it levels up, it does not grow at all. However, it can equip rings, so if you feel like it, try having it defeat enemies. Rarely, it may drop a "Yogurt Ring" and pick it up itself. If you equip this on other units...

Chapter when joining the party

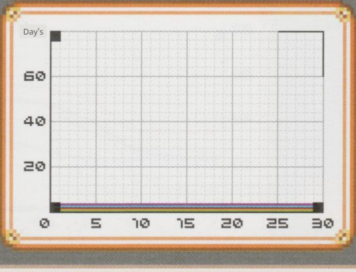
Chapter 4 (See P093)

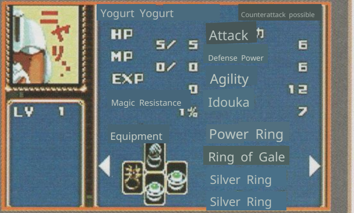
Learned Magic	Starting Equipment	Equipable Weapons	Movement
None	None	None	7

Parameters

Class			HP	MP	Attack	Defense	Speed	Resistance
Advanced Class Yogurt	Advanced Class	LV 1	1	0	1	1	1	1%
-1.0		LV 30	1	0	1	1	1	1%

Growth Graph

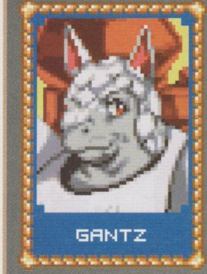




Yogurt Yogurt
Counterattack possible
HP 5/ 5
MP 0/ 0
EXP 0
Magic Resistance 1%
LV 1
Attack 6
Defense Power 6
Agility 12
Idouka 7
Equipment
Power Ring
Ring of Gale
Silver Ring
Silver Ring

Using items like "Genki Bread" or "Hayate Chicken" can also raise Yogurt's parameters.

>>>> GANTZ



Assistant to Professor Clock, the inventor from Lindrind. The species is listed as "Armadillo?" but it might be a type of beastman. Due to low mobility, it is difficult to find the right use for him, but once that is overcome, he becomes the strongest defensive wall. He will be especially active between levels 10 and 20 after changing jobs.

Chapter to Join

Chapter 4 (See P093)

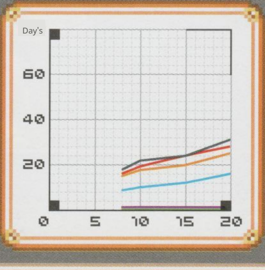
Learned Magic	Starting Equipment	Equipable Weapons	Movement
None	Bronze Lance	France/Spear	4

Parameters

Class			HP MP	Attack	Defense		早さ	Magic Resistance
Lower Class Job: Steam Knight	Lower Class	LV 8	15	0	16	17	9	0%
2.5		LV 20	25	0	28	31	17	0%
Advanced Class Steam Baron	Advanced Class	LV 8	22	0	24	27	15	0%
4.0		LV 30	48	0	30	72	39	0%

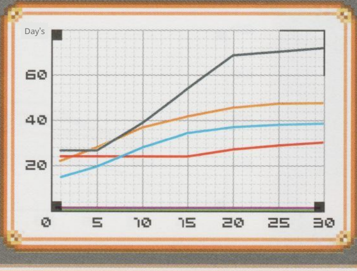
Growth Graph

Lower Class



Growth Graph

Advanced Class



>>>> Domingo

An artificial life form created by Manarina, a magical creature researcher. It is constantly floating, making it less affected by terrain. It naturally has the necessary parameters for mage-type units, and its HP and defense also steadily increase, making it a fully capable frontline unit. If you take advantage of the fact that it is easily targeted by enemies, it can serve as an excellent decoy. It also learns many attractive spells such as Attack and Freeze.

Chapter to Join Allies
Chapter 4 (See PO93)

Learned Magic
Freeze/Illute
Soul Steal/Attack

Starting Equipment: None

Equipable Weapons: None

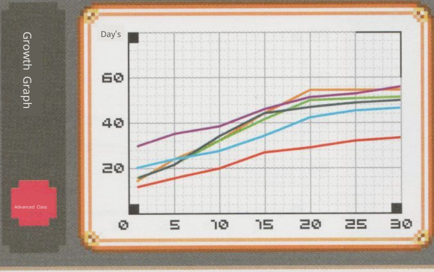
Movement: 5

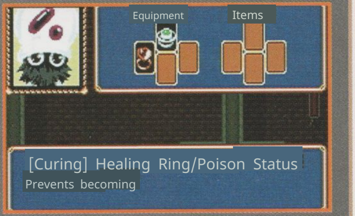
Class
Advanced Class Magical Creature
4.5

Parameters

	HP	MP	Attack	Defense	Speed	Magic Resistance
Advanced Class LV 7	15	16	12	16	20	31%
Advanced Class LV 30	54	51	33	50	47	56%

Growth Graph



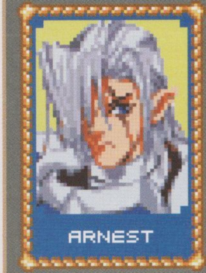


[Curing] Healing Ring/Poison Status
Prevents becoming

↑ Like yogurt, only equippable as a ring. Try swapping various items when using as a decoy.

>>>> Ernest

A knight descended from the royal bloodline of a small country destroyed by Barbazark, who joins the party near the end of Chapter 4. Although he joins somewhat late, his parameter growth is not bad and is comparable to Ken and May. It might be worth raising him as a first-string unit instead of them.



Chapter when joining the party
Chapter 4 (Refer to PD93)

Learned Magic
None

Starting Equipment: Bronze Lance

Equipable Weapons: Lance/Spear

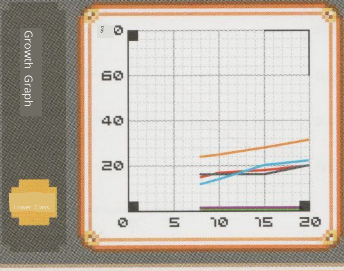
Movement: 8

Class
Lower Class Knight
4.0
Advanced Class Paladin
3.5

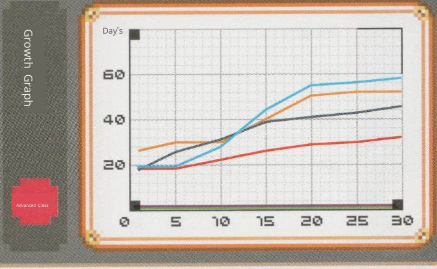
Parameters

	HP	MP	Attack	Defense	Speed	Magic Resistance
Lower Class LV 8	24	0	15	16	12	0%
Lower Class LV 20	31	0	20	20	22	0%
Advanced Class LV 7	27	0	18	18	19	0%
Advanced Class LV 30	52	0	32	46	58	0%

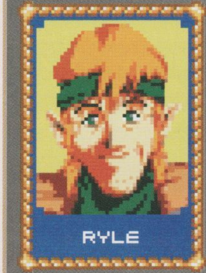
Growth Graph



Growth Graph



>>>>Lyle



Chapter when joining the party

Chapter 6 (see p.117)

Learned Magic

None

A rare species called the Centaur subspecies, like Gantz, he is a disciple of the inventor Clock. Compared to other bow-type units, he is not good at moving in mountainous areas, but it is attractive that even in the lower class he can equip the "Robin's Bow". His parameter growth trend is almost the same as Diane's, so you can use whichever you prefer. Initial equipment Equippable weapons Movement Robin's Bow Bow

5

Class

Lower Class: Assault Knight

3.0

Advanced Class: Bastard Knight

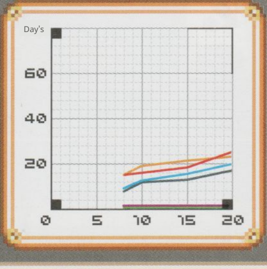
4.5

Parameters

		HP	MP	Attack	Defense	Magic	Resistance
Lower Class	LV 8	15	0	15	8	10	0%
	LV 20	23	0	25	17	20	0%
Advanced Class	LV 1	20	0	22	15	18	0%
	LV 30	45	0	29	33	46	0%

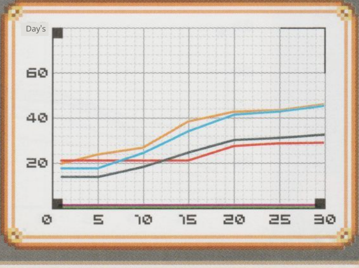
Growth Graph

Lower Class

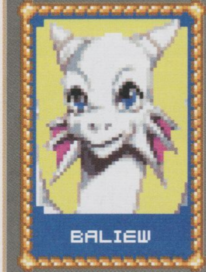


Growth Graph

Advanced Class



>>>> Baryuu



Chapter to Join

Chapter 6 (See P117)

Learned Magic

None

A child of the divine dragon who joins the party around the same time as Lyle. Upon changing jobs, they gain astonishing HP and defense, but leveling up during the lower job classes is challenging. Even after changing jobs, their attack power growth is somewhat lacking. Since their other abilities are excellent, supplement their attack power with equipment or items like "Power Wine."

Starting Equipment	Equipable Weapons	Movement
None	None	5

Class

Lower Job Dragon

2.5

Advanced Job Dragon Lord

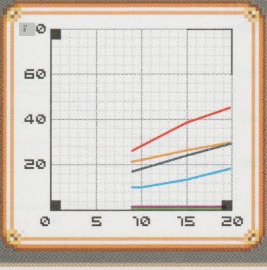
4.0

Parameters

		HP	MP	Attack	Defense	Speed	Magic Resistance
Lower Job	LV 9	21	0	27	17	10	0%
	LV 20	30	0	45	30	19	0%
Advanced Class	LV 1	26	0	39	26	17	0%
	LV 30	70	0	47	64	43	0%

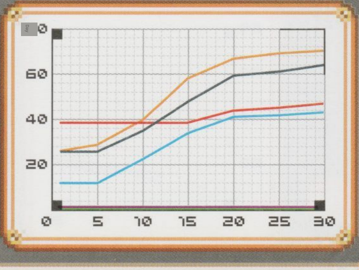
Growth Graph

Lower Class



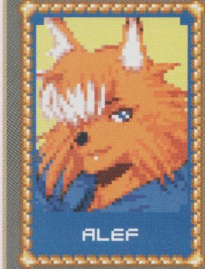
Growth Graph

Advanced Class



>>>> Alef

A mage from a small forest near Bastok. Unusually for a beastman, he has trained in magic and is called the Sage of Prompto. His growth tendencies and final parameters are almost the same as Henri's, but considering he learns Spark LV4, he can be said to have superior abilities as a unit.



Chapter when joining the party

Chapter 7 (See P129)

Learned Magic

Blaze/Freeze

Spark / Soul Steal

Class

Lower Class Mage

∨ 3.5

Advanced Class Daimado

4.0

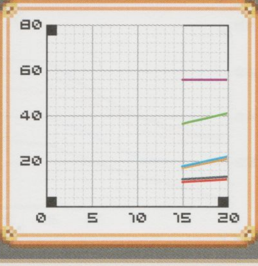
Initial equipment	Equipable weapons	Movement
Rest in peace	Staff	5

Parameters

		HP	MP	Attack	Defense	Speed	Magic Resistance
Lower Class	LV 15	17	37	11	12	19	56%
	LV 20	20	41	12	13	23	56%
Advanced Class	LV 1	18	35	11	12	20	48%
	LV 30	46	52	21	34	52	67%

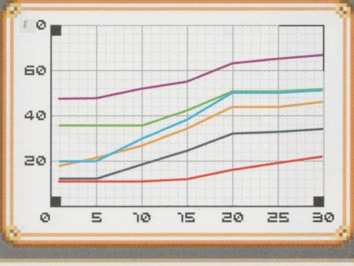
Growth Graph

Lower Class



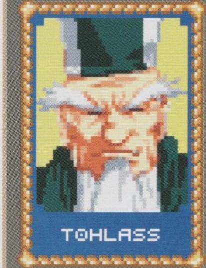
Growth Graph

Advanced Class



TOHLASS

Like Alef, he is a monk known as the Sage of Prompto. He joins the party at a level where he can change jobs immediately. Aside from having a high growth in magic resistance, his parameter growth is not much different from Row. However, he is the only one besides Nasha to learn Aura Level 4, making him indispensable in the first squad. Perhaps this is due to his experience.



Chapter to join

Chapter 7 (see p.129)

Learned magic

Heal / Anti-Doubt

Spell Wall / Aura

Class

Lower Class Job: Priest

∨ 3.5

Advanced class Great Monk

4.5

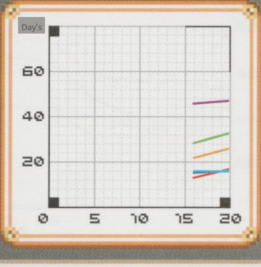
Initial equipment	Equipable Weapons	Movement
Power Stick	Staff	5

Parameters

		HP	MP	Attack	Defense	Speed	Resistance
Lower Class	LV 16	23	29	13	15	16	46%
	LV 20	26	33	17	18	17	48%
Advanced Class	LV 1	23	29	15	16	15	41%
	LV 30	48	55	22	40	47	57%

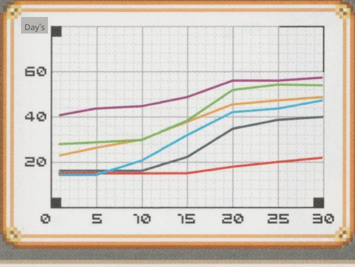
Growth Graph

Lower Class



Growth Graph

Advanced Class



>>>> Adam

A mechanical soldier created by ancient people. He also has a deep connection with Max. He joins the party last, but fortunately, by that time, the "Light Sword" is available. Using this, it should be possible to change his class without much difficulty. His movement is extremely low, but his overall parameter growth surpasses Baryuu. Initial equipment Equippable weapons Movement None None

4

Chapter when joining the party

Chapter 7 (See P129)

Learned Magic

None

Class

Lower class: Mechanical Soldier 2.5

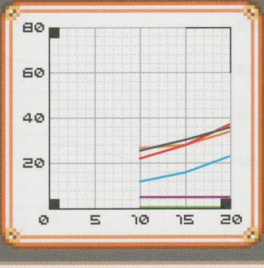
Advanced class: Knight God 4.0

Parameters

		HP	MP	Attack	Defense	Speed	Magic Resistance
Lower Class	LV 10	27	0	23	26	12	5%
	LV 20	34	0	37	36	23	5%
Advanced Class	LV 1	29	0	32	31	20	5%
	LV 30	61	0	54	66	41	32%

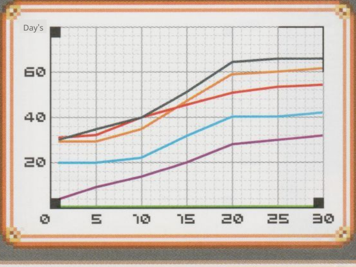
Growth Graph

Lower Class



Growth Graph

Advanced Class



>>>> Musashi

A samurai who constantly wanders in search of strong opponents. He is extremely difficult to recruit (see p.118), but boasts strength that more than compensates for this. However, his growth after changing class is slow, and it takes time for his abilities to return to the level he had at level 20 in the lower class. After changing class, it is best to quickly raise him to level 20.

Chapter to Join

Chapter 6 (See P117)

Learned Magic

None

Starting Equipment

Kikuichimonji

Equipable Weapons

Sword

Movement

5

Class

Lower Class Samurai 5.0

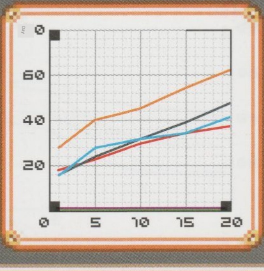
Upper Class Swordmaster 4.5

Parameters

		HP	MP	Attack	Defense	Speed	Magic Resistance
Lower Class	LV 1	28	0	18	17	17	0%
	LV 20	62	0	37	47	41	0%
Advanced Class	LV 1	53	0	32	40	35	0%
	LV 30	80	0	48	67	47	0%

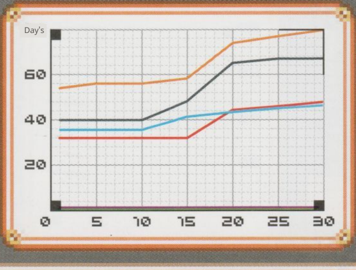
Growth Graph

Lower Class

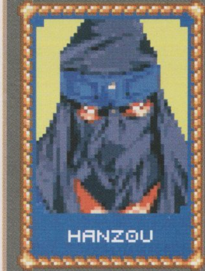


Growth Graph

Advanced Class



>>>> Hanzou



Like Musashi, there are special conditions to join the party (see p.108). A hidden unit. Strong from the start, and with various parameters steadily increasing, he is more reliable than Musashi. He also has good movement and learns Attack magic, which is another attraction. However, note that his magic resistance does not improve.

Chapter to join the party
Chapter 5 (see p.107)

Learned magic
Sleep / Attack

Soulsteel/Suberwol

Initial equipment	Equipable Weapons	Movement
Special Sword	剣	7

Class

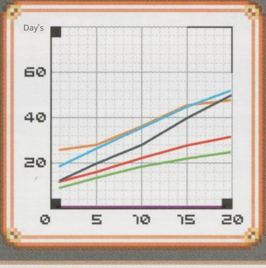
Lower Class Shinobi ✓ 5.0

Advanced Class Super Shinobi 5.0

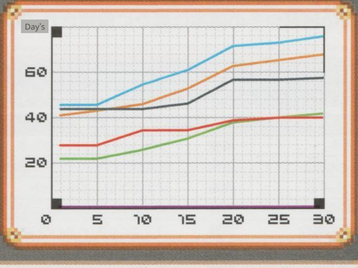
Parameters

		HP	MP	Attack	Defense	Speed	Magic Resistance
Lower Class	LV 1	26	10	13	12	19	0%
	LV 20	48	25	32	51	53	0%
Advanced Class	LV 1	41	22	28	44	46	0%
	LV 30	68	42	40	58	75	0%

Growth Graph



Growth Graph



TOPICS Raise your units with affection!!

When leveling up, don’t hesitate to reset

So far, I have shown the growth tendencies of each unit, but the important thing is to know the period when that unit grows the most and to develop it as much as possible during that time. For example, late-blooming units experience remarkable growth between levels 16 and 20 in both lower and advanced classes. During this period, it’s necessary to have the mindset of saving once, leveling up, and retrying if you’re not satisfied with the growth. Also, for units like Zappa and Baryuu who cannot equip weapons, pay more attention to the increase in attack power than other parameters.

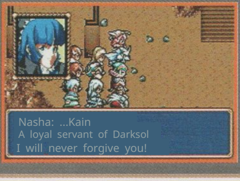
First-string units are not raised by themselves; they are raised by the player.

Listen to all conversations of all units

One of the pleasures of this work is listening to the conversations of the units who join your party. They speak not only when they join but also during battles, at the main camp, and in various other places, showing their unique personalities through their dialogues. For conversations at the main camp, please refer to page 203, but here we will explain the special conversations that occur during battles. These special conversations are inserted only at the start of the first battle in each fight. Note that they cannot be heard in rematches after retreating from battle. Even units that you have not raised as part of your main army may occasionally have interesting conversations if you bring them out to battle.

ガーゴイル L??
HP 6/13
MP 12/12

← The more effort you put into raising a unit, the more joyful it is to see them perform well.



Nasha: ...Kain
A loyal servant of Darksol
I will never forgive you!

🡄 Special conversations are common among important story characters like Nasha and Henri.

Drop Items

Drop items are items that can be obtained with a certain probability when defeating enemies. Some of them are even harder to obtain than hidden items.

What are drop items

Drop items are, as the name suggests, items dropped by enemies. However, items are only dropped when an enemy is defeated, and the types of items dropped and their probabilities are individually set. Also, drop items can be found both in the enemy's "Equipment" slot and in the "Items" slot, so you cannot determine this just by looking at the status screen. Please make use of the following data.

μπε μπε μπε μπε μπε μπε μπε μπε μπε μπε μπε μπε μπε μπ

>>>> Drop items obtainable from enemies hehehe

Item Name	Category	Obtainable From
Herb	Consumable	Goblin, G Spider, G Rat, Puppet, Doll, Outlaw, Skeleton, Stormtrooper, Missile Shell, Worm, Evil Robe
Healing Potion	Consumable	G Scorpion, Priest, Dark Mage, Hell Clown, Silver Knight, High Priest
Antidote Herb	Consumable	Great Bat, Sea Bat
Angel Feather	Consumable	Gargoyle Belial
Blessed Rain	Consumption	Gobgobitch, Hellhound, Cerberus
Energy Bread	Consumption	Blue Dragon
Hayate's chicken	Consumption	Chimera
Middle Sword	Weapons	Skeleton
Longsword	Weapons	Elliott
Broadsword	Weapons	Dullahan
Steel Sword	Weapons	Balzark
Special Sword	Weapons	Dullahan
Soul Buster	Weapons	Cain
Hand Axe	Weapons	Dwarf
Middle Axe	Weapons	Dwarf Lizardman
Heat Axe	Weapons	Lizardman
Great Axe	Weapons	Blower
Bronze Lance	Weapons	Rune Knight, Pegasus Knight
Power Lance	Weapons	Pegasus Knight, Silver Knight, Rune Knight
Kino-ya	Weapons	Sniper
Steel Arrow	Weapons	Hunter Elf
Buster Shot	Weapons	Horseman
Assault Shell	Weapons	Bow Rider
Heavy Mace	Weapons	Kraken
Power Stick	Weapons	Master Mage, Demon Master
Staff of Protection	Weapons	Master Mage
Demon Rod	Weapons	Demon Master
Holy Staff	Weapons	Master Mage, Ramradu
Steel Ring	Ring	Ghoul, Armor Uros
Evil Ring	Ring	Dark Mage
Ring of Evasion	Ring	Wyvern
Ring of Protection	Ring	Dullahan
Cure Ring	Ring	Blue Dragon
Magic Ring	Ring	Mishaela Doll
Prayer Ring	Ring	Michaela
Gold Ring	Ring	Chaos, Colossus (Right)
Gale Ring	Ring	Colossus (Left)
Barrier Ring	Ring	Colossus (Center)
Evasion Ring	Ring	Dark Sol

Special Data

Chapter 1

Battle 01 (P056)

Number	Name	Drop Items	Probability
❶	Rune Knight	Bronze Lance	40%
❷、❸	Dwarf	Hand Axe	10%
❹～❽	Goblin	Herb	5%

Battle 02 (P058)

Number	Name	Drop Items	Probability
❶	Dwarf	Middle Axe	15%
❷、❸	Rune Knight	Bronze Lance	5%
❹、❺	Dwarf	Hand Axe	5%
❻～⓫	Goblin	Medicinal Herb	5%

Battle 03 (P060)

Number	Name	Drop Items	Probability
❶～❺	Rune Knight	Bronze Lance	5%
❻～❿	Giant Bat	Antidote Herb	5%
⓫～⓯	Dwarf	—	—

Battle 04 (P062)

Number	Name	Drop Items	Probability
❶	Dark Mage	Evil Ring	10%
❷、❸	Sniper	Mushroom House	5%
❹～❼	Rune Knight	Bronze Lance	5%
❽～⓫	Great Bat	Antidote Herb	5%
⓬～⓯	Dwarf	—	—

Chapter 1

Battle 05 (P070)

Number	Name	Drop Items	Probability
❶	Dark Mage	Recovery Drink	50%
❷、❸	G Scorpion	Recovery Drink	40%
❹～❻	G Spider	Medicinal Herb	30%
❼～❿	G Rat	Medicinal Herb	20%

Battle 06 (P072)

Number	Name	Drop Items	Probability
❶～❹	Zombie	—	—
❺、❻	Sniper	—	—
❼～❾	Dark Mage	—	—
❿～⓭	Giant Bat	Antidote Herb	5%
⓮～⓰	Dwarf	—	—

Battle 07 (P074)

Number	Name	Drop Items	Probability
❶	Skeleton	Middle Sword	20%
❷～❺	Dark Mage	—	—
❻～❿	Giant Bat	Antidote Herb	5%
⓫、⓬	Sniper	—	—
⓭～⓯	Zombie	—	—

Battle 0B (P076)

Number	Name	Drop Item	Probability
❶	Mishaela Doll	Magic Ring	10%
❷、❸	Helpierro	Recovery Drink	20%
❹～❻	Puppet	Medicinal Herb	10%
❼～❾	Doll	Medicinal Herb	10%
❿～⓬	Giant Bat	Antidote Herb	5%

Battle Q (P078)

Number	Name	Drop Items	Probability
❶	Ghoul	Steel Ring	30%
❷～❹	Skeleton	Middle Sword	5%
❺～❽	Zombie	—	—
❾～❿	Zombie	—	—

Chapter 1

Battle 10 (P084)

Number	Name	Drop Items	Probability
❶	Gob Gobitch	Blessing Rain	100%
❷	Kraken	Heavy Mace	100%
❸～❾	Outlaw	Medicinal Herb	20%

Battle 11 (P086)

Number	Name	Drop Items	Probability
❶	Master Mage	Power Stick	20%
❷	Lizardman	Middle Axe	10%
❸～❻	Hunter Elf	Steel Arrow	5%
❼、❽	Dark Mage	—	—
❾～⓬	Priest	Recovery Drink	10%
⓭～⓴	Skeleton	—	—

Battle 12 (P088)

Number	Name	Drop Items	Probability
❶	Pegasus Knight	Power Lance	20%
❷～❺	Pegasus Knight	Bronze Lance	5%
❻、❼	Lizardman	Middle Axe	5%
❽、❾	Hunter Elf	Steel Arrow	5%
❿、⓫	Priest	Healing Herb	10%
⓬～⓰	Skeleton	Medicinal Herb	20%

Battle 13 (P090)

Number	Name	Drop Items	Probability
❶	Silver Knight	Power Lance	20%
❷	Laser Eye	—	—
❸～❽	Pegasus Knight	Bronze Lance	5%
❾～⓮	Lizardman	Middle Axe	5%
⓯～⓱	Hunter Elf	Steel Arrow	5%
⓲、⓳	Priest	Recovery Drink	10%

Chapter 4

Battle 14 (P098)

Number	Name	Drop Items	Probability
①	Soul Eater	—	—
②、③	Wizardry	—	—
④~⑦	Will-o'-Wisp	—	—
⑧~⑮	Ghost	—	—

Battle 15 (P100)

Number	Name	Drop Items	Probability
①	Elliott	Longsword	20%
②	Brass Loader	—	—
③~⑥	Silver Knight	Bronze Lance	5%
⑦~⑩	Pegasus Knight	Power Lance	5%
⑪	Lizardman	Heat Axe	30%
⑫~⑮	Lizardman	Middle Axe	5%
⑯~⑱	Priest	Healing Herb	10%

Battle 16 (P102)

Number	Name	Drop Item	Probability
①	Hellhound	Blessing Candy	5%
②	Rune Knight	Power Lance	5%
③、④	Brass Loader	—	—
⑤~⑬	Silver Knight	Recovery Drink	20%
⑭~⑯	Pegasus Knight	Power Lance	5%
⑰~⑲	Priest	Healing Potion	10%

Battle 17 (P104)

Number	Name	Drop Items	Probability
①	Barbazark	Steel Sword	20%
②	Blue Dragon	Curing	100%
③、④	Hellhound	Blessed Candy	5%
⑤~⑦	Blazloader	—	—
⑧	Priest	Healing Herb	10%
⑨、⑩	Silver Knight	Healing Herb	20%
⑪~⑮	Seabat	Antidote Herb	5%

Chapter 5

Battle 18 (P110)

Number	Name	Drop Items	Probability
①、②	Stormrooper	Medicinal Herb	5%
③~⑧	Missile Shell	Medicinal Herb	5%
⑨~⑪	Pegasus Knight	Power Lance	5%
⑫~⑮	Seabat	Antidote Herb	5%

Battle 19 (P112)

Number	Name	Drop Items	Probability
①	Master Mage	Staff of Protection .	20%
②~⑥	Skeleton	—	—
⑦~⑪	Hellhound	Blessing Candy	5%
⑫~⑭	Worm	Medicinal Herb	5%
⑮~⑱	Seabat	Antidote Herb	5%

Battle 20 (P114)

Number	Name	Drop Items	Probability
①	Gargoyle	Angel Feather	30%
②、③	Pegasus Knight	Power Lance	5%
④	Seabat	Antidote Herb	5%
⑤、⑥	Missile Shell	Medicinal Herb	5%
Reinforcements ⑦, 8	Seabat	Antidote Herb	5%
Reinforcements 9~12	Missile Shell	Medicinal Herb	5%

Chapter 5

Battle 21 (P120)

Number	Name	Drop Items	Probability
①	Dullahan	Broadsword	20%
②	Master Mage	Power Stick	5%
③	High Priest	Healing Potion	10%
④~⑧	Blaster Loader	—	—
Reinforcement ⑨~⑪	Master Mage	Power Stick	5%
Reinforcements 12~1	Worm	Medicinal Herb	5%
Reinforcement 1~1	Golem	—	—

Battle 22 (P122)

Number	Name	Drop Items	Probability
①	Cain	Soul Buster	20%
②、③	Dullahan	Broadsword	5%
④~⑥	Gargoyle	Angel Feather	5%
⑦~⑨	Master Mage	Power Stick	5%
⑩~⑬	Golem	—	—
⑭、⑮	High Priest	Recovery Drink	10%

Battle 23 (P124)

Number	Name	Drop Items	Probability
①~③	Berial	Angel Feather	5%
④~⑥	Gargoyle	Angel Feather	5%
⑦、⑧	Bow Rider	Assault Shell	5%
⑨~⑫	Master Mage	Power Stick	5%
⑬~⑯	Golem	—	—
⑰、⑱	High Priest	Recovery Drink	10%

Battle 24 (P126)

Number	Name	Drop Items	Probability
①	Michaela	Ring of Prayer	40%
②、③	Dullahan	Ring of Protection	3%
④~⑥	Berial	Angel Feather	5%
⑦~⑨	Gargoyle	Angel Feather	5%
⑩~⑫	Bow Rider	Assault Shell	5%
⑬~⑯	Master Mage	Staff of the Saint	5%
⑰	High Priest	Recovery Drink	10%

Chapter 7

Battle 25 (P136)

Number	Name	Drop Items	Probability
❶、❷	Torch Eye	—	—
❸、❹	Jet	—	—
❺	Armor Uros	Steel Ring	10%
❻、❼	Wyvern	Evasion Ring	5%
❽	Dullahan	Special Sword	30%
❾～⓫	Dullahan	Broadsword	5%
⓬、⓭	Berial	Angel Feather	5%

Bottlz 26 (P138)

Number	Name	Drop Items	Probability
❶	Demon Master	Demon Rod	30%
❷～❹	Jet	—	—
❺～❼	Torch Eye	—	—
❽～⓫	Brain Metal	—	—
⓬、⓭	Wyvern	Dodge Ring	5%
⓮～⓲	Evil Robe	Medicinal Herb	10%

Battle 27 (P140)

Number	Name	Drop Item	Probability
❶	Chaos	Gold Ring	20%
❷～❺	Torch Eye	—	—
❻～❾	Jet	—	—
❿	Demon Master	Power Stick	5%
⓫、⓬	Demon Master	Power Stick	5%
⓭、⓮	Armor Uros	Steel Ring	5%
⓯～⓲	Evil Robe	Medicinal Herb	10%

Bottlz 2 days (P142)

Number	Name	Drop Items	Probability
❶	Chimera	Swift Chicken	3%
❷～❺	Blower	Great Axe	5%
❻、❼	Demon Master	Power Stick	5%
❽～❿	Horseman	Buster Shot	5%
⓫～⓮	Cerberus	Blessing Rain	10%
⓯～⓱	Armor Uros	Steel Ring	5%
⓲	High Priest	Recovery Herb	10%

Chapter 3

Battle 29 (P148)

Number	Name	Drop Item	Probability
❶～❸	Blue Dragon	Energy Bread	3%
❹～❽	Chimera	Hayate's chicken	3%
❾	Blower	Great Axe	5%
❿、⓫	Blower	Great Axe	5%
⓬～⓮	Horseman	Buster Shot	5%
⓯～⓱	Cerberus	Blessing Candy	10%
⓲、⓳	High Priest	Recovery Drink	10%

Bottlz 30 (P150)

Number	Name	Drop Items	Probability
❶	Ramurado	Staff of the Saint	30%
❷～❼	Brain Metal	—	—
❽～⓭	Torch Eye	—	

Bottlz 31 (P152)

Number	Name	Drop Items	Probability
❶	Colossus (Center)	Ring of Barrier	20%
❷	Colossus (Left)	Ring of Gale	20%
❸	Colossus (Right)	Gold Ring	20%
❹～❻	Blue Dragon	Energy bread	3%
❼～⓬	Chimera	Hayate's chicken	3%
⓭～⓯	Jet	—	—
⓰～⓲	Blower	Great Axe	5%
⓳、⓴	Horseman	Buster Shot	5%

Battle 32 (P154)

Number	Name	Drop Item	Probability
❶	Dark Sol	Evasion Ring	20%
❷、❸	Blue Dragon	Energy Bread	3%
❹～⓫	Torch Eye	—	—
⓬～⓰	Brain Metal	—	—
⓱、⓲	High Priest	Recovery Drink	10%

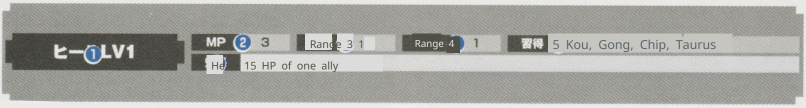
Battle (P15[illegible]) 33

Number	Name	Drop Items	Probability
❶	Dark Dragon (Center)	—	—
❷	Dark Dragon (Left)	—	—
❸	Dark Dragon (Right)	—	—
❹、❺	Blower	Great Axe	5%

Magic

Introducing all 45 types of magic that allied units can use. Understand each characteristic and effect thoroughly to advance battles more efficiently.

How to Read the Data


ヒー①LV1
MP ② 3
Range ③ 1
Range ④ 1
習得 ⑤ Kou, Gong, Chip, Taurus
He⑥ 15 HP of one ally

① Name

Magic name and level

② MP

Consumed when using magic

③ Range

Range of magic effect. See the diagram below for details

④ Area

The range affected by the magic's effect. See the diagram below for details.

⑤ Acquisition

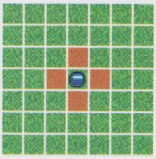
Unit names that can acquire magic

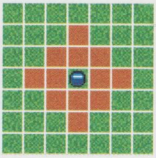
⑥ Effect

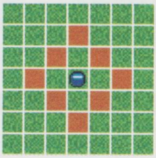
Effect when magic is used

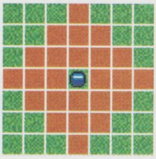
About range and area of effect

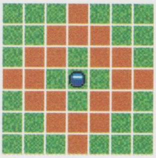
Regarding the range and area of effect set for magic, weapons, and cards, the data pages in this book represent them as follows. Not limited to arrows or spears, all attacks indicate minimum and maximum range, so please refer to them. Also, for cases where the range covers the entire map or when the effect applies to all enemy or ally units, it is indicated as "All" respectively. Additionally, for healing or support magic and cards used on ally units, the range includes the user themselves as well as the surrounding squares.

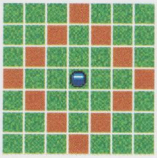

Range 1


Range 1-2


Range 2


Range 1-3


Range 2-3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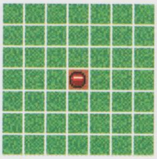
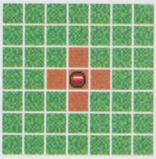
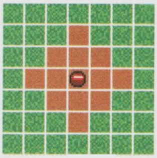
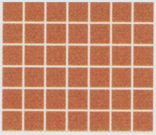

Area of Effect 1

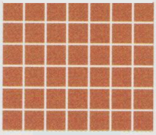

Effect Range 2


Effect Range 3

When it reaches the entire area within the map


Full Range

When it affects everyone within the map


Full Effect Range

Doko

Spell	MP	Range	Range	Acquisition	Effect
Heal LV1	3	1	1	Row, Gong, Tipp, Taurus	Restores 15 HP to one ally
Heal LV2	5	1−3	1	Row, Gong, Tipp, Taurus	Restores 20 HP to one ally
Heal LV3	10	1−3	1	Row, Gong, Tipp	Restore 30 HP to one ally
Heal LV4	20	1	1	Row, Gong, Chip	Fully restore one ally's HP
Aura LV1	7	1−3	2	Gong, Chip, Nasha, Taurus	Restore 15 HP to all allies within range
Aura LV2	11	1−3	3	Chip, Nasha, Taurus	Restore 15 HP to all allies within range
Aura LV3	15	1−3	3	Nasya Taurus	Restores 30 HP to all allies within range
Aura LV4	18	≧	≧	Nascha, Taurus	Fully restores HP of all allies
Antidote	3	1	1	Row, Taurus	Cures poison from one ally
Spell Wall	5	1−2	1	Taurus, Hanzou	Has a certain chance to nullify enemy magic
Anti-Spell	5	1−2	1	Tao	* Has a certain chance to seal enemy magic
Illute	MP 6 Range 1-2		1	Learr d by Anri Domingo	Effect: Has certain chance to lower enemy accuracy
Attack LV1	10	1−3	1	Tao, Nasha 、 Domingo, Hanzou	Increase the attack power of one ally by 8
Attack LV2	15	1−3	2	Nasha	Increase the attack power of all allies within range by 5
Attack LV3	40	1−3	2	Nasha	Increase the attack power of all allies within range by 10
Quick LV1	Range	1	1	Row, Chip	Increase the speed of one ally by 15
Quick LV2	Range , Area -2		2	Row	Increase the speed of all allies within range by 15
Slow LV1	Range 1-2 Range 1-2		1	Row, Chip	Lowers the speed of 1 enemy by 15
Slow LV2	20	1−2	Learne 2	Row	Lowers the speed of all enemies within range by 15
Sleep	6	1−2	1	Tao, Hanzou	Puts 1 enemy to sleep
Blaze LV1	2	1−2	1	Learr d by Tao, Anri, Arthur, Alef	Deals about 8 damage to 1 enemy with a fire attack
Blaze LV2	8	1−2	2	Tao, Anri, Alef	Deals about 10 damage to all enemies within range with a fire attack
Blaze LV3	Range & Area Range 1-2 Area		1	Tao	Deals about 30 damage to one enemy with a fire attack
Blaze LV4	10	1−2	2	Learned by Tao	Effect: ls about 15 damage to all enemies within range with a fire attack
Freeze LV1	MP3 Ra e	1−2	1	Henri, Arthur, Domingo, Alef	Effect: Ice attack deals about 10 damage to one enemy

	MP	Range	Range	Acquisition	Effect
Freeze LV2	9	1-2	2	Henri, Domingo, Alef	Ice attack deals about 12 damage to all enemies within range
Freeze LV3	10	1-3	1	Henri, Domingo	Deals approximately 40 damage to one enemy with an ice attack
Freeze LV4	12	1-3	2	Henri, Domingo	Deals approximately 18 damage to all enemies within range with an ice attack
Spark LV1	8	1-2	2	Henri, Arthur, Alef	Deals approximately 14 damage to all enemies within range with a lightning attack
Spark LV2	Range	1-3	3	Henri, Alef	Deals approximately 16 damage to all enemies within range with a lightning attack
Spark LV3	20	1-3	1	Alef	About 50 damage to one enemy with a lightning attack
Spark LV4	25	1-3	3	Alef	About 25 damage to all enemies within range with a lightning attack
Satellite Nova LV1	16	1-3	1	Max	About 25 damage to one enemy with a light attack
Satellite Nova LV2	18	1-3	1	Max	About 35 damage to one enemy with a light attack
Satellite Nova LV3	20	1-3	1	Max	About 45 damage to one enemy with a light attack
Satellite Nova LV4	24	1-3	1	Max	Deals about 55 damage to one enemy with a light attack
Soul Steal LV1	8	1-2	1	Domingo, Alef, Hanzo	Has a certain chance to instantly kill an enemy
Soul Steal LV2	15	1-2	2	Hanzou	Has a certain chance to instantly kill an enemy
Return	8	–	–	Max	Withdraw from battle
Step LV1	8	1-2	1	Nasha	Increases one ally's movement by 2
Step LV2	20	1-2	2	Nasha	Increases the movement of all allies within range by 3
Step LV3	Increases e mov	1-2	2	Nasha	ement of all allies within a 40-range by 4
Spell Boost LV1	8	1-3	1	Nasha	Increases the power of all allies' offensive and healing magic within range by 1.8 times
Spell Boost LV2	Range 2 acqu es 1-2 rang Acquires 1-2 range		2	Nasha	Increases the power of all allies' offensive and healing magic within range by 1.5 times
Spell Boost LV3 MP 40		Range 1-2	2	Acqui Nasha	Effect: Increases the power of all allies' offensive and healing magic within range by 1.8 times

TOPICS Magic Power

The power of offensive magic is almost constant regardless of the user's level, but enemy resistances can cause power to be halved or nullified. Nullification is explained on P035. There are also two patterns of halving, where damage reduction is about 66% or about 33% depending on the opponent. It will be one or the other. In either case, since resistance and magic resistance are set separately, even enemies with 0% magic resistance will have their damage greatly reduced if they have resistance. Even if the effect is not completely nullified, if it is weak, switch to another attack method early.

List of Magic Learned

Introduces the magic learned by each unit and their levels

Please use this as a reference when adding units to your battle line.

Unit Name	Magic	Level Learned
Max	Return	1
	Satellite Nova LV1	12
	Satellite Nova LV2	16
	Satellite Nova LV3	20
	Satellite Nova LV4	26
Tao	Blaze LV1	1
	Blaze LV2	4
	Sleep	8
	Blaze LV3	12
	Anti-Spell	16
	Blaze LV4	20
	Attack LV1	27
Row	Heal LV1	1
	Antidote	4
	Heal LV2	7
	Slow LV1	10
	Quick LV1	13
	Heal LV3	16
	Slow LV2	19
	Heal LV4	22
	Quick LV2	25
Gong	Heal LV1	1
	Heal LV2	8
	Heal LV3	16
	Heal LV4	24
	Aura LV1	30
Chip	Heal LV1	1
	Heal LV2	5
	Slow LV1	8
	Quick LV1	12
	Heal LV3	16
	Aura LV1	20
	Heal LV4	21
	Aura LV2	28
Anri	Blaze LV1	1
	Freeze LV1	5
	Blaze LV2	8
	Illute	10
	Freeze LV2	13
	Freeze LV3	16
	Spark LV1	19
	Freeze LV4	23
	Spark LV2	26

Unit Name	Magic	Level Learned
Arthur	Blaze LV1	15
	Freeze LV1	20
	Spark LV1	25
Nasha	Attack LV1	1
	Attack LV2	2
	Aura LV1	3
	Spell Boost LV1	4
	Step LV1	7
	Spell Boost LV2	10
	Step LV2	12
	Aura LV2	14
	Attack LV3	16
	Step LV3	18
	Aura LV3	20
	Spell Boost LV3	22
	Aura LV4	25
Domingo	Freeze LV1	1
	Freeze LV2	4
	Illute	7
	Freeze LV3	13
	Soul Steal LV1	17
	Attack LV1	20
	Freeze LV4	26
Alef	Blaze LV1	1
	Freeze LV1	3
	Blaze LV2	6
	Freeze LV2	9
	Spark LV1	12
	Spark LV2	17
	Spark LV3	22
	Soul Steal LV1	26
	Spark LV4	30
Taurus	Heal LV1	1
	Antidote	4
	Heal LV2	7
	Spell Wall	12
	Aura LV1	16
	Aura LV2	20
	Aura LV3	24
	Aura LV4	28
Hanzou	Sleep	1
	Attack LV1	4
	Soul Steal LV1	7
	Spell Wall	15
	Soul Steal LV2	25

Equipped Items

55 types of weapons and 23 types of rings, totaling 78 equipment items, have basic power

but you also want to use them considering their granted effects.

How to Read the Data >> Weapons

Show ① Node

Small sword. It doesn't have much power but can be equipped by many classes

②　50

3 Ka 5 ④　－　5　1　⑩　－　⑥　－

Acquisition method (initial) Max, Lag (shop) Gardiana

8 o'clock-

Equipable classes Swordsman, Warrior, Birdman, Samurai, Shinobi, Hero, Magic Warrior, Bardler, Swordmaster, Super Shinobi

① Name

Weapon Name and Description

② Selling Price

Number of gold coins received when selling at a shop. When purchasing, the price is double the selling price

● Attack Power

Attack power increased when equipping a weapon

④ Advanced

Indicates items limited to advanced classes. Items marked with "○" can only be equipped by advanced class units

6 Range

Range of weapon attack. For details, see p.180

⑥ Effect

Indicates weapon traits and additional effects

7 Acquisition Method

How to obtain weapons. For abbreviations, see below

⑧ When used

Effect when using a weapon as an item

⑨ Equipable

Names of classes that can equip the weapon

⑩ Remarks

"呪" indicates cursed items, while "掘" indicates items that become bargains after being sold.

How to read data > Ring

Power Ring ①

② Attack power increases by 8

③ Attack LV1

④ 500

入⑤法 (Treasure) Manarina Underground Cave

16 D

Equip 7 Ability Except Kyoka

1 Name

Ring Name

② When Equipped

Effect when the ring is equipped

③ When Used

Effect when using the ring as an item

④ Selling Price

The number of gold coins when sold to a shop. If purchased, the number of gold coins will be twice the selling price

⑤ Acquisition Method

How to Obtain Rings. For abbreviations, see below

⑥ Notes

"呪" indicates cursed items, and "掘" indicates items that become bargains after being sold. ⑦ Equipable

Names of classes or units that can equip rings

About Acquisition Methods and Abbreviations

On the following data pages, the methods for obtaining weapons and rings are sometimes abbreviated into four patterns as shown on the right. Please understand the meaning of each abbreviation in advance. Also, lists of items purchasable at weapon shops and item shops, as well as clear bonuses, are introduced on the corresponding map pages from P050 onward; bargains are listed on P019; and enemy unit drop items are summarized on P178. When searching for items by these categories, please refer to those list pages as well.

>>>>> Abbreviations for Acquisition Methods

(Initial): Initial equipment of each unit

(Treasure): Obtained from treasure chests

(Shop): Purchased at shops in each region

(Drop) Enemy units have a certain probability of dropping

Sword>> >>>>>> 13 Types

Swords boasting high power often have special effects.
Some can only be equipped by specific classes.

Short Sword

Small sword. Although its power is not very high, many classes can equip it.
Attack Power 5 Advanced Range
Advanc –
1
Remarks –
Range
Selling Price 50
Effect –
When Used –
Acquisition Method (Initial) Max, Lag (Shop) Gardiana
Equippable Swordsman, Warrior, Birdman, Samurai, Shinobi, Hero, Magic Warrior, Bardler, Swordmaster, Super Shinobi

Demi-Man Buster

A longsword created for use against demi-humans
Attack Power 7
Advanced –
Range 1
Notes igging
Sell Value 400
Effect –
Effective against emi-humans when used
Acquisition Methods Battle 2 Clear Bonus (Shop) Altarone
Equipable b Swordsman, Warrior, Birdman, Samurai, Shinobi, Hero, Magic Warrior, Bardler, Swordmaster, Super Shinobi

Middle Sword

An easy-to-handle sword. Attack power is not very high but can be equipped by Warriors
Attack Po 8
Advanced –
1
Range
Notes
Selling Price 125
Effect –
When Used –
Acquisition Method (Initial) Amon, Barbaroi (Shop) Lindrind, Bastok (Drop) Skeleton
Equipable by Swordsman, Warrior, Birdman, Samurai, Shinobi, Hero, Magic Warrior, Bardler, Swordmaster Super Shinobi

Long Sword

A widely distributed longsword. Has decent power as a commercial product
Long Sword Attack Power 12 Advanced Range
Advanced –
1
Remarks –
Selling Price 375
Effect –
When used –
Acquisition Method (Treasure) Early Pao (Shop) Pao (Drop) Elliot
Equipable by Swordsman, Birdman, Hero, Bardler, Swordmaster, Super Shinobi

Merman Buster

Longsword that exerts tremendous effect against sea monsters
Attack power 15 dvan d O
Range 1
Remarks Dig
Selling Price 2000
Effect –
Effective against aquatic enemies when used
Acquisition method Battle 17 clear bonus, Bustork treasure
Equippable Hero, Bardler, Swordmaster, Super Shinobi

Steel Sword

Sturdy sword made of steel
Attack power 1 Advanced R ○
1
Remarks –
Range
Selling Price 1250
Effect –
When Used –
Acquisition method (Treasure) Late Pao (Shop) Waral, Rudolf (Drop) Barbazark
Equippable by Hero, Bardler, Swordmaster, Super Shinobi

Soul Buster

Soul-killing sword. Said to sever not only the body but also the spirit
Attack power 18 vance O Range
1
Remarks Dig
Sell pric 3000
Effect –
Effective agai t human enemies when used
Acquisition Method (Drop) Cain, Battle 20 clear bonus, Pao treasure
Equippable Hero, Bardler, Swordmaster, Super Shinobi

Broadsword

A wide longsword. Deals damage by weight
Attack Po r 20
○
Range 1
Remarks –
Advanced
Selling Price 2400
Effect –
When Used –
Acquisition Method (Treasure) Dragonia (Shop) Prompt, Rune Faust
(Falling) Dullahan
Equipable by Hero, Bardler, Swordmaster, Super Shinobi

Special Sword

A sword that, as the name suggests, can defeat an opponent with a single strike
Attack Power 25
Advanced ○
Range 1
Remarks Dig
Selling Price 3600
Effect –
When Used Rarely causes instant death to the opponent
Acquisition Methods (Initial) Hanzou (Falling) Dullahan
Equippable Samurai, Shinobi Hero, Bardler, Swordmaster, Super Shinobi

Kikuichimonji

Legendary sword. Increases the probability of delivering a deadly strike
Attack Power 30
Adva ed ○ Ran e
1
Remarks Dig
Selling Price 6000
Effect –
When Used: creased Probability of a Critical Strike
Acquisition Method (Initial) Musashi
Equippable Samurai, Shinobi, Hero, Bardler, Swordmaster, Super Shinobi

Light Sword

A sword that only the chosen can equip
Attack Po er 36 vanced
○
Range 1
Remarks –
Selling Price –
Effect Spark LV2
When Used: Effe tive Against Demons
Acquisition Methods Obtained after event in Battle 21
Equippable by He o, Swordmaster

Dark Sword

A sword imbued with dark power. Due to its overwhelming negative force, it chooses its user
Attack Power 40 Advanced Range
Adva ed Range
1
Remarks Curse
Selling Price –
Effect Soul Steal LV1
When used –
Acquisition Method Obtained in post-event of Battle 23
Equippable Heroes, Bardler, Super Shinobi

Chaos Breaker

A legendary sword created for the Dark Dragon
Attack P wer 40
Advanced ○
Range 1
Remarks –
Selling Price –
Effect Freeze LV4
When used Eff ve against Dark Dragon
Acquisition ethod Obtained in Metaphor event
Equippable Hero

Arrow >8 types

Bow and arrows characterized by long range. Unable to attack adjacent enemies, but capable of fighting from a distance.

Kino-ya

Arrows designed to be simple enough for beginners to use

Selling Price 160

Attack Power 8 | Advanced — | Range 2 | Remarks — | Effect —

Acquisition Methods (Initial) Hans (Treasure) Altarone (Shop) Gardiana etc. (Drop) Sniper

When Used —

Equippab by Archer Assault Knight, Bowmaster, Bast Knight

Steel Arrows

Arrows made in a pot to increase lethality

Selling Price 600

Attack Power 13 | Advanced — | 2 | Remarks — | Effect —

Range (Drop) Hunter Elf

When Used —

Acquisition Method (Initial) Dianne (Treasure) Lindrind Circus (Shop) Pao etc.

Equippable Archer Assault Knight, Bowmaster, Bast Knight

Duelist

Special arrows made to shoot agile Centaurs

Selling Price 2000

Attack Power 16 Advanced ○ Range 2 | Remarks Dig | Effect —

Advanced ○ Range

Acquisition Method Battle 13 Clear Bonus, Bastork Bargain

Effective against Centaur Tribe when used

Equippable Bowmaster Bast Knight

Robin's Bow

A prestigious arrow said to have been used by the legendary archer

Selling Price 1600

Attack Power 18 | Advanced — | Range 2–3 | Remarks Dig | Effect —

Acquisition Method (Initial) Lyle (Treasure) Later part of Pao (Shop) Waral, Rudolf

When used, occasionally kills the opponent in one hit

Equippable by Assault Knight, Bowmaster, Bastard Knight

Destroyer

A special arrow with a steel tip. Penetrates even sturdy objects

Selling Price 3500

Attack Power 21 Advanced Range

Advanced Range 2 | Remarks Dig | Effect —

Acquisition Method Battle 24 Clear Bonus

Effective against mechanical-type enemies when used

Equippable Bowmaster Bast Knight

Assault Shell

Heavy arrows. The arrowhead is shaped like a bullet.

Selling Price 2250

Attack Power 27 | Advanced ○ | Range 2-3 | Remarks — | Effect —

Acquisition Method (Shop) Prompt (Drop) Bow Rider

When Used —

Equippable by Bowmaster, Bast Knight

Sniper

Arrows that even beginners can handle, demonstrating excellent power

Sell Value 4250

Attack Power 30 | Advanced — | Range 2–3 | Remarks Dig | Effect —

Acquisition Method Battle 26 Clear Bonus

When Used —

Equipable by Archer Assault Knight, Bowmaster, Bast Knight

Buster Shot

A special arrow that destroys enemies from within. Boasts tremendous power

Sell Value 6200

Attack Power 35 | Advanced ○ | Range 2–3 | Remarks — | Effect —

Acquisition Methods (Shop) Rune Faust (Drop) Horseman

When Used —

Equipable Bowmaster, Bast Knight

Eight types of lances. Due to their weight, many are intended for advanced classes.

A large spear mainly used by knights for close combat.

Bronze Lance

Copper spear. Basic equipment for knights

Selling Price 150

Attack Power 9 | Advanced — | Range 1 | — | Effect —

Acquisition Method (Initial) Knights except Ken: Kōkichi, Gantz (Shop) Lindrind and others (Drop) Rune Knight and others

When Used —

Equipable by Knights, Wing Knights, Steam Knights, Paladins, Sky Lords, Steam Barons

Power Lance

Large spear. Powerful but easy to handle without quirks

Selling Price 750

Attack Power 16 Advanced Range

Advanced — | Range 1 | Remarks Dig | Effect —

Acquisition Method (Shop) Pao (Drop) Rune Knight, Pegasus Knight, Silver Knight

When used —

Equipable Knight, Wing Knight, Steam Knight, Paladin, Sky Road, Steam Baron

Steel Lance

Steel spear. Has attack power but is heavy

Selling Price 1500

Attack Power 18 | Advanced ○ | Range 1 | Remarks — | Effect —

Acquisition Method (Shop) Waral

When Used —

Equipable by Paladin, Sky Road, Steam Baron

Chromlance

Heavy chrome steel spear

Selling Price 2250

Attack Power 22 | Advanced ○ | Range 1 | 備考 — | Effect —

Acquisition Methods (Shop) Rudolf, Prompt, Rune Faust

When Used —

Equippable Paladin, Sky Road, Steam Baron

Ogre Slayer

Special spear developed for defeating giants

Selling Price 3250

Attack Power 24 Advanced ○ Range 1 Remarks Dig Effect —

Acquisition Methods Battle 22 Clear Bonus, Waral Bargain

Effective against Giants when used

Equippable Paladin, Sky Road, Steam Baron

Halberd

A spear with a small battle axe attached. Difficult to handle but has high power

Sell Value 4250

Attack Power 25 Advanced ○ Range 1 Remarks Dig Effect —

Acquisition Method (Treasure) Dragonia

When Used —

Equipable Paladin, Sky Lord, Steam Baron

Devil Lance

A spear imbued with evil power

Selling Price —

Attack Power 35 Advanced ○ Range 1 Remarks Curse Effect Spell Wall

Acquisition Method (Treasure) Ancient Tower

When Used —

Equippable Paladin, Sky Lord, Steam Baron

Dragonslayer

A powerful large spear that can even pierce the sturdy dragon scales

Selling Price 5500

Attack Power 40 Advanced ○ Range 1 Remarks Dig Effect —

Acquisition Methods Battle 28 Clear Bonus

Effective against dragon-type when used

Equippable Paladin, Sky Lord, Steam Baron

Spear 4種

A throwing spear for ranged attacks. Has a slightly longer range. Because it is small, most basic classes can handle it.

Spear

Small throwing spear. Basic equipment for knights

Selling Price 75

Attack Power 6 Advanced — Range 1–2 Remarks — Effect —

Acquisition Method (Initial) Ken (Shop) Lindrind, Gardiana

When Used —

Equipable by Knight, Wing Knight, Steam Knight, Paladin, Sky Lord, Steam Baron

Power Spear

High-power large throwing spear

Sell Value 450

Attack Power 14 Advanced — Range 1-2 Remarks — Effect —

Acquisition Method (Shop) Pastork, Pao, Warlal

When Used —

Equippable Knight, Wing Knight, Steam Knight, Paladin, Sky Lord, Steam Baron

Elf Slayer

A special throwing spear that breaks the Elf's magic

Selling Price 2000

Attack Power 18 Advanced — Range 1-2 Remarks Dig Effect —

Acquisition Methods Battle 11 Clear Bonus, Bao Bargain

Effective against Elves when used

Equippable by Knight, Wing Knight, Steam Knight, Paladin, Sky Lord, Steam Baron

Valkyrie

A blessed throwing spear named after the goddess of war

Selling Price 7000

Attack Power 35 Advanced ○ Range 1–2 Remarks Dig Effect —

Acquisition Methods (Treasure) Ancient Tower

Recovers 3 HP every turn when used

Equipable Paladin, Sky Lord, Steam Baron

Axe >>>>> 9 types

Battle axes. Apparently specialized for warriors and magic warriors who are weak against magic, with some having magical effects.

Hand Axe

Small hand axe. Basic equipment for warriors.

Selling Price 100

Attack Power 7 Advanced — Range 1 Remarks — Effect —

Acquisition Method (Initial) Goat (Shop) Lindrind, Gardiana (Drop) Dwarf

When Used —

Equippable by Warrior, Magic Warrior

Inazuma

Special battle axe. Shows a sharpness as if released from the sky

Selling Price 1000

Attack Power 8 Advanced — Range 1 Remarks Dig Effect —

Acquisition Method Battle 4 Clear Bonus, Altarone Bargain

Effective against flying-type enemies when used

Equippable by Warrior, Magic Warrior

Middle Axe

An axe with a larger blade designed for combat

Sell Value 300

Attack Power 11 Advanced — Range 1 Remarks Effect —

Acquisition Method (Shop) Pastork etc. (Drop) Dwarf, Lizardman

When Used —

Equipable Warrior Magic Warrior

Yamatsunami

Special Battle Axe. Boasts sharpness that cleaves the earth

Selling Price 1750

Attack Power 14 Advanced — Range 1 Remarks 掘 Effect —

Acquisition Method Chapter 2 Bargain

Effective against beast-type enemies when used

Equippable by Warrior, Magic Warrior

Battle Axe
High-power battle axe. Heavy, so users are limited
Selling Price 1300
Attack Power 16 | Advanced ○ | Range 1 | Remarks — | Effect —
Acquisition Method (Shop) Waral, Rudol
When Used —
Equippable Magic Warrior

Abare Daiko
Special battle axe. Sharpness that seems to shake the air
Sell Value 2500
Attack Power 18 | Advanced ○ | Range 1 | Remarks Dig | Effect —
Acquisition Methods Battle 15 Clear Bonus, Rudol Bargain
Effective against turret-type enemies when used
Equipable Magic Warrior

Heat Axe
A battle axe made from lava, glowing red
Selling Price 3250
Attack Power 22 | Advanced ○ | Range 1 | Remarks Dig | Effect Blaze LV2
Acquisition Method (Drop) Lizardman
When used —
Equipable by M c Warrior

Great Axe
Large battle axe. Extremely powerful but very heavy
Selling Price 5000
Attack Power 26 Advanced ○ | Range 1 | Remarks — | Effect —
Acquisition Methods (Shop) Prompt, Rune Faust (Drop) Brover
When Used —
Equipable Magic Warrior

Atlas Axe
An axe said to have been used by the legendary warrior Atlas
Selling Price 7500
Attack Power 33 | Advanced ○ | Range 1 | Remarks Dig | Effect Blaze LV2
Acquisition Method (Treasure) Rune Faust Castle
When used —
Equippable Magic Warrior

7 Staffs >> 9 Types

Staves that supplement the combat abilities of priests and mages have a wide range of granted effects.
You want to switch them according to the battle.

Kinotsue
A holy wooden staff. Basic equipment for mages and priests
Sell Value 40
Attack Power 4 | Advanced — | Range 1 | Remarks — | Effect —
Acquisition Method (Initial) Tao, Row, Chip (Shop) Gardiana
When Used —
Equippable Priest, Mage, High Priest, Archmage

Poison Staff
A special staff imbued with poison. It injects poison into the opponent's body.
Sell Value 300
Attack Power 8 | Advanced Range | Range 1 | Remarks Dig | Effect —
Acquisition Method (Treasure) Manarina Underground Cave (Shop) Altarone
When used, has a rare chance to poison the opponent.
Equipable by Clerics, Mages, High Priests, Great Mages

Power Stick
A combat staff for mages and clerics who fight on the front lines.
Selling Price 250
Attack Power 12 | Advanced — | Range No 1 | — | Effect —
Acquisition Method (Initial) Anri, Taurus (Treasure) Manarina Underground Cave (Shop) Lindrind and others (Drop) Master Mage and others
When Used —
Equipable by Clerics, Mages, High Priests, Great Mages

Ningyo Girai
A special staff that silences dolls controlled by magic.
Selling Price 750
Attack Power 14 | Advanced — | Range 1 | Remarks Dig | Effect —
Acquisition Method Battle 6 Clear Bonus, Chapter 1 Bargain
Effective against doll-type enemies when used.
Equipable by Clerics, Mages, High Priests, Great Mages

Rest in peace
A staff marked with a holy seal. Returns resurrected corpses to the earth.
Selling Price 850
Attack Power 16 | Advanced — | Range 1 | Remarks Dig | Effect —
Acquisition Method (Initial) Aleph, Battle 8 Clear Bonus, Lindrind Bargain
Effective when used on the deceased
Equipable by Clerics, Mages, High Priests, Great Mages

Paralyzer
A special staff that paralyzes anything it touches
Selling Price 500
Attack Power 16 | Advanced ○ | Range 1 | Remarks Dig | Effect —
Acquisition Methods (Shop) Pao
Rarely puts the opponent to sleep when used
Equipable High Priest, Great Mage

Staff of Protection
A staff for self-defense. Increases defense when equipped
Selling Price 1600
Attack Power 18 Advanced ○ | Range 1 | Remarks — | Effect —
Acquisition Method (Shop) Rudolf (Drop) Master Mage
When used, Defense +3
Equipable High Priest, Great Mage

Staff of the Saint
A holy staff permitted only for those in the clergy
Selling Price 4000
Attack Power 26 | Advanced ○ | Range 1 | Remarks Dig | Effect —
Acquisition Method (Treasure) Rudol (Shop) Prompt, Rune Faust (Drop) Master Mage
Recovers 3 HP every turn when used
Equippable by High Priest

Demon Rod	A devil's staff adorned with a sinister design							Sell Value	—
Attack Power	Level 35 ar above		○	Range	1	Remarks	[illegible]	Effect	Absorbs about 16 MP
Acquisition Methods	(Drop) Demon Master							When used	—
Equippable	High Priest, Great Mage								

4 Types of Maces

Only Nasha can equip it. Whether using physical attacks or activating magical effects, its power is quite remarkable.

Mace	A ritual staff favored by shrine maidens							Sell Value	100
Attack Power	7	Advanced	—	Range	1	Remarks	Dig	Effect	—
Acquisition Method (Initial) Nasha								When Used	—
Equippable	Shaman, Saint								

Heavy Mace	A staff specialized for combat. Crushes enemies with its weight							Sell Value	300
Attack Power 14		Advanced	—	Range	1	Remarks	Dig	Effect	—
Acquisition method	(Treasure) Warlal (Drop) Kraken							When Used	—
Equippable	Shaman, Saint								

Holy Mace	A holy staff imbued with healing power							Sell Value	2000
Attack Power	20 Advanced		○	Range	1	Remarks	Dig	Effect	Heal LV3
Acquisition Method (Shop) Rudol	(Drop) Master Mage, Ramradu							When used	—
Equippable by Saint									

Miracle Mace	A staff that performs miracles. Summons powerful lightning							Sell Price	5000
Attack Power 30		Advanced	○	Range	1	Remarks	Dig	Effect	Spark LV4
Acquisition Methods	(Treasure) Rune Faust Castle							When used	—
Equippable	Saint								

23 types of rings

Many units can equip it. To maximize the special effects, switch as needed.

Power Ring	Equipping	Attack power increases	When used	Attack LV1	Selling price	500
	Acquisition method	(Treasure) Manarina Underground Cave			Remarks	[illegible]
Equippabl	except Kyoka Q					

Kuro Ring	Equipping	Attack power increases by 10	When used	Blaze LV2	Selling Price	22500
	Acquisition method	(Treasure) Demon Castle			Remarks	Curse
Equipable by	Swordsman, Knight, Warrior, Wing Knight, Assassin, Steam Knight, Samurai, Shinobi, Hero, Paladin, Magic Warrior, Sky Lord, Killer Machine, Steam Baron, Sword Master, Super Shinobi					

Evil Ring	When equipped, Attack Power increases by 25		When used	Spark LV4	Selling Price	—
	Acquisition method (Treasure) Demon Castle (Drop) Dark M					
Equippable by	Swordsman, Knight, Warrior, Wing Knight, Assassin, Steam Knight, Samurai, Shinobi, Hero, Paladin, Magic Warrior, Sky Lord, Killer Machine, Steam Baron, Sword Master, Super Shinobi					

Steel Ring	Equipping	Defense increases by 1	When Used	—	Brightness value	250
	Acquisition method	(Initial) Max (Shop) Gardiana (Drop) Ghoul, Armor Uros			Notes	Dig
Equippable by	all except Kyoka Q					

Silver Ring	Equipping	Defense increases by 2	When Used	—	Selling price	2500
	Acquisition method	(Store) Pastork			Remarks	Dig
Equippable by	all except Kyoka					

Gold Ring	Equipping	Defense increases by 5	When Used	—	Selling price	5000
	Acquisition method	(Drop) Chaos, Colossus (Right)			Remarks	Dig
Equippable	except Kyoka					

Protection Ring	When equipped	Defense increases by 15	When Used	Quick LV1	Selling price	500
	Acquisition method	(Drop) Dullahan			Remarks	Digging
Equippable	except Kyoka Q					

White Ring	When equipped, defense increases by 15		When Used	Aura LV2	Sell value	10000
	Acquisition method (treasure) Demon Castle				Remarks	Digging
Equipable by	Swordsman, Priest, Shaman, Hero, High Priest, Saint					

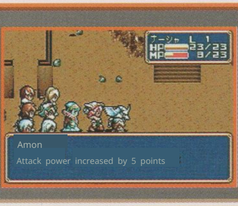
Ring of Evasion	Equipping	Evasion rate increases by 2%	When Used	—	Sell value	100
	Acquisition method	(Shop) Altarone (Drop) Wyvern			Remarks	Digging
Equippable	except Kyoka Q					

Wind Ring	When equipped	Evasion rate increases by 5%	When Used	—	Selling Price	1000
	Acquisition Methods	(Store) Waral			Remarks	Dig
Equippable except Kyoka Q						
Whirlwind Ring	Equipping	Evasion rate increases by 10%	When Used	—	Sell Value	3750
	Acquisition method	(Drop) Colossus (Left)			Remarks	Dig
Equippable except Kyoka Q						
Magic Ring	Equipping	Magic resistance increases by 10%	When Used	—	Sell Value	500
	Acquisition method	(Store) Lindrind (Drop) Mishaelador			Remarks	Dig
Equippable except Kyoka						
Ring of Prayer	When equipped	Magic resistance increases by 20%	When Used	—	Sell Value	2500
	Acquisition method	(Store) Rune Faust (Fall) Michaela			Remarks	Dig
Equippable except Kyoka Q						
Kekkai no Yubiwa (Barrier Ring)	When equipped	Magic resistance increases by 30%	When Used	—	Selling price	6000
	Acquisition method	(Fall) Colossus (Center)			Remarks	Dig
Equippable except Kyoka Q						
The Sh						
Ring of Gale	Equipping	Agility increases by 50	When Used	Return	Sell Value	600
	Acquisition method	(Treasure) Lindrind			Remarks	Dig
Equippable except Kyoka Q						
Idaten no Ring (Idaten Ring)	Equipping	Movement increases	When Used	—	Sell Value	500
	Acquisition method	(Treasure) Waral			Remarks	Dig
Equippable except Kyoka						
Yogurt Ring	Equipping	Turns into yogurt	When Used	—	Selling price	19
	Acquisition method	Defeat enemies with yogurt			Remarks	Dig
Equippable except Kyoka Q						
Curing	When equipped	養 Prevents status	When Used	—	Selling price	2000
	Acquisition method	(Drop) Blue Dragon			Remarks	Dig
Equippable except Kyoka Q						
Ring of Awakening	Equipping	Prevents sleep status	When used	-	Sell Value	3000
	Acquisition method	(Treasure) Guardiana Castle			Remarks	Dig
Equippable except Kyoka Q						
Holy Ring	When equipped	Curse effect does not apply	When Used	—	Selling price	22500
	Acquisition method	Rune Faust bargain			Remarks	Dig
Equippable except Kyoka Q						
Sniper Ring	Equipping	Attack always hits	When Used	—	Selling price	6250
	Acquisition method	Rudol bargain			Remarks	D[illegible]ing
Equippable except Kyoka						
Ring of Evasion	When equipped	Cannot be counterattacked by enemies	When Used	—	Selling price	10000
	Acquisition method	Chapter 4 Bargain (Drop) Dark Sol			Remarks	Dig
Equippable except Kyoka						
Counter Ring	Equipping	Counterattack rate increases by 10%	When Used	—	Selling Price	12500
	Acquisition method	Prompt Bargain			Remarks	Dig
Equippable except for Kyoka						

TOPICS

Stacking Rings

When multiple spells with the same effect are cast, only the one with the greatest power actually takes effect. However, when wearing multiple rings, all effects are applied. For example, equipping the Power Ring, the Black Ring, and the Evil Ring simultaneously will increase attack power by 43 without any effect being nullified.



Amon
Attack power increased by 5 points

← Combining the ring's equipment with magic further boosts abilities.

Other Items

Use consumable and event items according to the situation. Make sure to understand when they can be used.

Consumable Items >> 10 types

Consumable items used during battle. Avoid overusing those that cannot be bought in shops, and use them only when necessary.

Name	Selling Price	Effect
Medicinal Herb	5	Restores 20 HP to one ally
Recovery Drink	25	Recovers 40 HP for one ally
Blessing Candy	2500	Recovers 20 HP for all allies. Cannot be purchased at the item shop
Antidote Herb	10	Cures poison from one ally
Angel Feather	20	Withdraws from battle and returns to the nearest town
Wine of Strength	250	Attack power increases from 1 to 2. Once used, the effect continues even after the battle ends. Cannot be purchased at the item shop.
Milk of Protection	250	Defense power increases from 1 to 2. Once used, the effect continues even after the battle ends. Cannot be purchased at the item shop.
Swift Chicken	250	Speed increases from 3 to 4. Once used, the effect continues even after the battle ends. Cannot be purchased at the item shop.
Idaten Pepper	750	Movement increases from 1 to 2. Once used, the effect continues even after the battle ends. Cannot be purchased at the item shop.
Energy Bread	250	Maximum HP increases from 1 to 2. Once used, the effect continues even after the battle ends. Cannot be purchased at the item shop.

Event items: 4 types of essential items that are the key to advancing the adventure. Use

It is important to clearly understand the objective

Name	Selling Price	Effect
Kagayaki no Tama	–	A beautiful crystal orb. It holds the power to awaken the spirit of the Fountain of Memories.
Gekkouseki	–	A precious stone that emits a pale blue glow like moonlight. It is the material for "Tsuki no Shizuku."
Tsuki no Shizuku	–	A mysterious medicine made from "Gekkouseki." It calms the heart of wild beasts.
Blaze Bomb	–	An invention by Dr. Clock of Lindrind. It has the power to destroy even the walls of a sturdy fortress.

4 types of special items

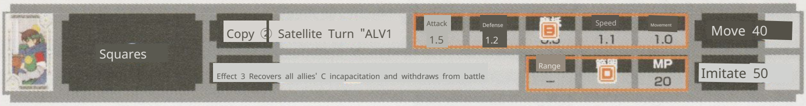
Special items that are nice to have. Some are necessary to recruit specific units.

Name	Selling Price	Effect
Domingo Egg	–	A mysterious egg imbued with magical power. Can be obtained from the mage Manarina.
Amazing Swimsuit	100	An amazing swimsuit that impresses all who see it. Equipable only by Tao and Nasha.
Tight Clothes	100	Tight clothes that emphasize the body line to a tantalizing degree. Equipable only by Henri.
Maids' Outfit	100	A cute maid outfit lavishly decorated with lace. Equipable only by Chip.

Card

A special item called "Card" that only Kyoka Q can use. Introducing all its characteristics and the effects for each command.

How to Read the Data



Squares

Copy ② Satellite Turn "ALV1

Attack 1.5 | Defense 1.2 | Speed 1.1 | Movement 1.0

Move 40

Effect 3 Recovers all allies' C incapacitation and withdraws from battle

Range — | MP 20

Imitate 50

1 Name

Card name and graphic

② Copy

The effect when using the command "Copy." The effect continues until another card is used or the battle ends.

A Changes in Normal Attacks

Shows the effect when executing an attack command after using "Copy," as well as changes in characteristics. The main changes are as follows:

[Normal Attack] Executes a normal attack reflecting parameter changes.

[Attack with Range ○] Becomes an ability reflecting parameter changes, and the attack range changes accordingly.

[Magic] The attack gains the effects of the respective magic. For offensive magic, the target is enemy units; for healing magic, executing the attack command on allied units activates the magic effect.

[Increased Critical Hit Rate] A critical hit activates during normal attacks.

[Recover 3 HP on Action] Automatically recovers 3 HP at the end of the action.

B Parameter Changes

Indicates the rate of change applied to Kyoka Q's own parameters. Items marked with "*" in the table indicate a uniform value of 1 regardless of the parameter.

[Attack] Change in attack power

[Defense] Change in Defense

[Magic Resist] Change in Magic Resistance

[Speed] Change in Agility

[Movement] Change in Movement Range

③ Effect

The effect when used with the command "Effect." The effect only applies during the turn it is used.

☐ Effect that activates

The effect when "Effect" is activated. It includes not only effects almost equivalent to magic but also unique abilities of the card. In cases where a physical attack is triggered, regardless of the card type, the attack power of Kyoka Q herself is reflected.

Number of uses

Conditions for using "Effect"

[Range] The range within which the effect of executing the command reaches. See page 182 for details.

[Area] The area affected by the effect. See page 182 for details.

[MP] The amount of MP consumed.

④ Move

Whether the command "Move" can be used. "○" indicates that the card can be used, and "×" indicates it cannot be used. The effect continues until the relevant unit becomes incapacitated or until the end of the battle. Also, if the unit corresponding to the card is not on the map, it cannot be used.

⑤ Imitate

Whether the command "Imitate" can be used. "○" indicates that the card can be used, and "×" indicates it cannot be used. The effect continues until the unit performing the Imitate becomes incapacitated or until the end of the battle.

	Name	Copy	Effect	Attack	Defense	Magic Resist	Speed	Movement	Range	Range	MP	Move	Imitate
	Max	Satellite Nova LV1	Revives all allies from incapacitation and withdraws from battle	1.5	1.2	0.5	1.1	1.0	—	—	20	○	○
	Ken	Normal Attack	Attacks one enemy ignoring range	1.0	1.0	0.5	1.1	1.4	—	1	10	○	○
	Rag	Normal Attack	Increases one ally's defense by 15	1.4	1.4	0.5	0.7	0.8	1−3	1	7	○	○
	Tao	Blaze LV1	Deals about 8 fire damage to one enemy ignoring range	0.7	0.6	1.1	1.1	0.8	—	1	6	○	○
	Hans	Range 2 Attack	Increases one ally's maximum range by 1	0.8	0.7	0.5	1.1	1.0	1	1	12	○	○
	Row	Heal LV1	Heals one ally's HP by 20, ignoring range	0.8	0.8	0.9	0.8	0.8	—	1	10	○	○
	Gong	Normal Attack	Stops one enemy's action once	1.2	0.9	0.7	1.3	1.0	1	1	20	○	○
	May	Normal Attack	Attacks one enemy ignoring range	1.0	1.0	0.5	1.1	1.4	—	1	8	○	○
	Goat	Normal Attack	Increases one ally's attack power by 8	1.4	1.4	0.5	0.7	0.8	1−3	1	11	○	○
	Chip	Heal LV2	Recovers 10 HP for all allies	0.8	0.8	0.9	0.8	0.8	All	All	25	○	○
	Anri	Freeze LV1	Ignores range and deals about 12 ice damage to enemies within the area	0.7	0.6	1.1	1.0	0.8	—	2	30	○ ■	○
	Arthur	Normal Attack	Attacks one enemy ignoring range	1.0	1.0	0.5	1.1	1.4	—	1	10	○	○
	Amon	Normal Attack	Increases one ally's movement by 3	1.0	0.8	0.5	1.2	1.6	1−2	1	10	○	○
	Barbaroi	Normal Attack	Changes one ally's movement type to "Flying"	1.0	0.8	0.5	1.2	1.6	1	1	20	○	○

Special Data

	Name	Copy	Effect	Attack	Defense	Magic Resistance	Speed	Movement	Range	Range	MP	Move	Imitate
	Diane	Range 2 Attack	Effect: Increase one ally's maximum range by 2	0.8	0.7	0.5	1.1	1.0	1	1	24	○	○
	Zappa	Normal Attack	Effect: Change one ally's movement type to "Beastman"	1.3	0.8	0.5	1.5	1.2	1	1	15	○	○
	Pale	Normal Attack	Effect Attacks one enemy ignoring range	1.0	1.0	0.5	1.1	1.4	–	1	10	○	○
	Kōkichi	Normal Attack	Effect: Change one ally's movement type to "Flying"	1.2	1.0	0.5	1.1	1.6	1	1	20	○	○
	Vanguard	Normal Attack	Effect Attacks one enemy ignoring range	1.0	1.0	0.5	1.1	1.4	–	1	10	○	○
	Nasha	Attack LV1	Effect: Recover 20 MP for one ally	0.8	0.8	1.3	1.5	1.2	1	1	30	○	○
	Zuika	Normal Attack	Effect: Instant death attack on one enemy	1.1	0.8	0.5	2	1.2	1–2	1	25	○	○
	Kyoka Q	Copy: Normal Attack	Effect Returns the used card to an unused state	1.0	1.0	1.0	1.0	1.0	–	–	30	×	X ■
	Yogurt	Attack with 1 damage	Effect Sets one ally's attack power to 1	*	*	*	*	1.0	1	1	1	○	○
	Gantz	Normal Attack	Effect Limits damage received by one ally to only once	1.3	1.5	0.5	0.5	0.6	1-3	1	20	○	○
	Domingo	Freeze LV1	Effect: Ignores range and deals approximately 18 ice damage to enemies within the area	0.8	1.2	1.5	0.9	1.8	–	2	30	○	○
	Ernest	Normal Attack	Effect Attacks one enemy ignoring range	1.0	1.0	0.5	1.1	1.4	–	1	9	○	○
	Lyle	Range 3 attack	Effect: Increase one ally's maximum range by 2	1.2	1.3	0.5	0.7	0.6	1	1	18	○	○
	Valyu	Normal Attack	Effect: Ignores range and deals approximately 25 fire damage to enemies within the area	1.4	1.4	1.0	0.5	0.6	–	2	30	○ ■	○

Special Data

	Alef	Copy	Spark LV1	Attack 0.7	Defense 0.6	Magic Resistance 1.3	Speed 1.0	Movement 0.8	Move	○
		Effect:	Ignores range and deals approximately 16 lightning damage to enemies within the area			Range —	Range 3	MP 15	Imitate	○
	Taurus	Copy	Heal LV2	Attack 0.8	Defense 0.8	Magic Resistance 0.9	Speed 0.8	Movement 0.8	Move	○
		Effect:	Magic "Spell Wall" applied to all allies			Range All	Range All	MP 25	Imitate	○

555

	Adam	Copy	Normal Attack	Attack 1.3	Defense 1.2	Magic Resistance 0.5	Speed 0.8	Movement 1.0	Move	○
		Effect	Change one ally's attack power to that of the enemy being attacked			Range 1	Range 1	MP 20	Imitate	○
	Musashi	Copy	Increased chance of a critical strike	Attack 1.4	Defense 1.2	Magic Resistance 0.5	Speed 1.1	Movement 1.0	Move	○
		Effect:	Make one ally's attack a critical strike once			Range 1	Range 1	MP 20	Imitate	○
	Hanzou	Copy	Normal Attack	Attack 1.3	Defense 1.1	Magic Resistance 0.5	Speed 2.0	Movement 1.2	Move	○
		Effect:	Increase one ally's agility by 15			Range 1	Range 1	MP 8	Imitate ○	■
	Rune Knight	Copy	Normal Attack	Attack 1.2	Defense 1.0	Magic Resistance 0.5	Speed 1.1	Movement 1.4	Move	×
		Effect	Attacks one enemy ignoring range			Range —	Range 1	MP 5	Imitate	×
	Skeleton	Copy	Recover 3 HP when attacking	Attack 1.1	Defense 0.8	Magic Resistance 0.5	Speed 0.9	Movement 1.0	Move	×
		Effect:	Put one enemy to sleep			Range 1–2	Range 1	MP 20	Imitate	×
	Mishaela Doll	Copy	Blaze LV1	Attack 0.9	Defense 0.9	Magic Resistance 0.7	Speed 0.9	Movement 0.8	Move	×
		Effect	Deals about 8 fire damage to one enemy ignoring range			Range —	Range 1	MP 2	Imitate	×
	Ghoul	Copy	Recovers 3 HP when acting	Attack 1.1	Defense 0.8	Magic Resistance 0.5	Speed 0.9	Movement 1.0	Move	×
		Effect:	Poisons one enemy			Range 1–3	Range 1	MP 20	Imitate	×
	Gob Gobitch	Copy	Normal Attack	Attack 1.4	Defense 1.4	Magic Resistance 0.5	Speed 0.7	Movement 0.8	Move	×
		Effect	Deals random damage from 1 to Kyoka Q's maximum HP minus 1 to one enemy			Range 1	Range 1	MP 20	Imitate	×
	Pegasus Knight	Copy	Normal Attack	Attack 1.2	Defense 1.0	Magic Resistance 0.5	Speed 1.1	Movement 1.4	Move	×
		Effect	Attacks one enemy ignoring range			Range —	Range 1	MP 7	Imitate	×
	Silver Knight	Copy	Normal Attack	Attack 1.2	Defense 1.0	Magic Resistance 0.5	Speed 1.1	Movement 1.4	Move	×
		Effect	Attacks one enemy ignoring range			Range —	Range 1	MP 7	Imitate	×
	Laser Eye	Copy	Spark LV1	Attack 2.0	Defense 0.5	Magic Resistance 0.5	Speed 0.1	Movement 0.2	Move	×
		Effect:	Deals about 25 lightning damage to enemies within range, ignoring range			Range —	Range 3	MP 30	Imitate	×
	Soul Eater	Copy	Recovers 3 HP when acting	Attack 1.1	Defense 0.8	Magic Resistance 0.5	Speed 0.9	Movement 1.0	Move	×
		Effect	Recover 10 HP each time an ally acts 5 times			Range 1	Range 1	MP 30	Imitate ×	■

	Name	Copy	Attack	Defense	Magic Resistance	Speed	Movement	Move	Effect	Range	Range	MP	Imitate
	Elliott	Normal Attack	1.4	1.4	0.5	0.7	1.0	×	Attacks one enemy ignoring range	—	1	3	×
	Hellhound	Attack with flame breath	1.2	0.8	0.5	1.4	1.2	×	Ignore range and deal about 18 damage with flame breath to one enemy	—	1	20	×
	Barbazark	Normal Attack	1.4	1.4	0.5	0.7	0.8	×	Increase one ally's attack by 5, defense by 15, and speed by 15	1	1	40	×
	Master Mage	Blaze LV2	0.7	0.6	1.1	1.0	0.8	×	Ignore range and deal about 10 fire damage to enemies within range	—	2	20	×
	Dullahan	Recovers 3 HP when acting	1.1	0.8	0.5	0.9	1.0	×	Instant death attack on one enemy	1−2	1	25	×
	Cain	Soul Steal LV1	1.1	1.1	0.6	1.1	1.2	×	Withdraw from battle	—	—	8	×
	Michaela	Spark LV1	0.7	0.6	2.0	1.0	0.8	X	Approximately 14 lightning damage to all enemies	All	≧	40	x ■
	Demon Master	Freeze LV2	0.7	0.6	1.3	1.0	0.8	×	Approximately 40 ice damage to enemies within range, ignoring range	—	2	25	×
	Chaos	Normal Attack	1.3	1.2	0.5	0.8	1.0	×	Change one ally's attack power to that of the targeted enemy itself	1	1	15	×
	Ramurado	Normal Attack	1.2	1.2	0.7	1.2	1.2	×	Stops one enemy's action once	1	1	20	×
	Colossus	Spark LV1	1.0	2	0.9	0.7	0.8	×	Increase all allies' defense by 15	≧	≧	30	×
	Dark Sol	Normal Attack	1.5	1.5	1.0	1.5	1.0	×	Approximately 30 damage to all enemies with Demon Breath	All	≧	50	×
	Dark Dragon	Normal Attack	1.4	1.4	0.5	0.5	0.4	×	Deals approximately 30 damage to all enemies with Dragon Breath	≧	≧	50	×

List of Card Acquisition Methods [

Unless otherwise specified, cards can be obtained from the same units as the cards themselves.

Auuu

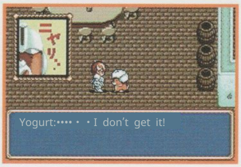
Card Name	Acquisition Time	Condition
Max	After clearing	Automatically obtained when starting the second playthrough by carrying over clear data
Ken	Chapter 1	Talk to them at the main camp after recruiting
Rag	Chapter 1	Talk to them at the main camp after recruiting
Tao	Chapter 2	Obtained from the treasure chest in the room of the great mage Manarina
Hans	Chapter 1	Talk to them at the main camp after recruiting
Row	Chapter 1	Talk to them at the main camp after recruiting
Gong	Chapter 1	Talk to the daughter of the mountain hut after recruiting Gong
May	Chapter 2	Talk to them at the main camp after recruiting
Goat	Chapter 1	After King Gardiana dies, talk to Goat’s granddaughter
Chip	Chapter 1	After the Altaron city battle, talk to the young man in love with Chip
Anri	Chapter 2	Examine the bookshelf in Henri’s room on the east side of the second floor of Manarina
Arthur	Chapter 2	Obtained simultaneously when recruited
Amon	Chapter 2	Obtained simultaneously when recruited
Barbaroi	Chapter 2	Examine the bookshelf on the far right in the Shade Church library.
Diane	Chapter 4	Obtain from the treasure chest inside the fence of Paopao Pub before the train departs
Zappa	Chapter 3	Examine the signboard at the Bastok church
Pale	Chapter 4	Talk to them at the main camp after recruiting
Kōkichi	Chapter 3	After the Bastok quarry battle, talk to Kōkichi’s disciple
Vanguard	Chapter 4	Talk to them at the main camp after recruiting
Nasha	Chapter 5	Talk to them at the main camp after recruiting
Zuika	Chapter 5	Talk to them at the main camp after recruiting
Kyoka Q	Only in Chapter 7	After participating in all battles up to Metaphor, talk at the main camp
Yogurt	Chapter 4	Examine the machine in the control room of the Pao train
Gantz	Chapter 4	Talk to them at the main camp after recruiting
Domingo	Chapter 4	Talk to someone at Paopao Pub after the train arrives
Ernest	Chapter 4	Examine the bookshelf on the second floor of the building with the main camp in Granbartle
Lyle	Chapter 5	Obtain from the treasure chest outside the fence northwest of Rudol Village
Valyu	Chapter 6	After the Dragonia Cain battle, talk to Kurin and then to Karin
Alef	Chapter 7	Obtained from the treasure chest at the exit of Prompt Town
Taurus	Chapter 7	After talking with King Cusco, examine the bookshelf in the elder’s room on the left side of the first floor of Prompt Castle
Adam	Chapter 8	Examine the wall on the opposite side of the stairs connecting Rune Faust Castle and the Ancient Castle
Musashi	Only in Chapter 7	After talking with King Cusco, examine the wall of the house with two entrances in Prompt Town
Hanzou	Chapter 8 only	Examine the tree to the right of the Rune Faust Tavern
Rune Knight	Battle01	Defeat with Max
Skeleton	Battle07	Defeat with Henri
Mishaela Doll	Battle08	Defeat with Goat
Ghoul	Battle09	Defeat with Max
Gob Gobitch	Battle10	Defeat with Nasha
Pegasus Knight	Battle12	Defeat with Zappa
Silver Knight	Battle13	Defeat with Henri or Tao
Laser Eye	Battle13	Defeat with Henri or Tao
Soul Eater	Battle14	Defeat with Zuika
Elliott	Battle15	Defeat with Max
Hellhound	Battle16	Defeat with Gantz
Balzark	Battle17	Defeat with Earnest
Master Mage	Battle19	Defeat with May
Dullahan	Battle21	Defeat with Domingo
Cain	Battle22	Defeat with Max
Michaela	Battle24	Defeat with Max
Demon Master	Battle26~28	Defeat with Nasha
Chaos	Battle27	Defeat with Adam
Ramurado	Battle30	Defeat with Nasha
Colossus	Battle31	Defeat with Rag
Dark Sol	Battle32	Defeat with Max
Dark Dragon	Battle33	Defeat with Kyoka Q

Bonus

Bonus content refers to playful elements that are not directly related to the main storyline. However, how many of these you have seen reveals your affection for this work.

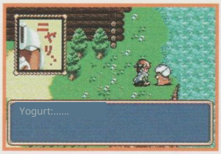
To see the Yogurt Ending

Among the bonus content, the most mysterious are the various events involving Yogurt. Moreover, the conditions to trigger these are quite strict, so it is unlikely that they occur by chance, except perhaps in the early stages. Here, we introduce the trigger conditions and parts of the event scenes for all 10 Yogurt events. By the way, if you see all of these events, Yogurt will appear in the ending. How he (?) appears is something the player should confirm with their own eyes.


Yogurt:•••• • •I don't get it!

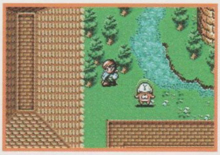
← Mysterious creature Yogurt. What on earth is the meaning of his actions?

EVENT01 Yogurt Standing on the Cape


Yogurt:......

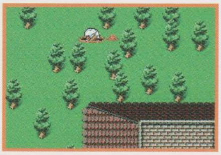
← By the time you finish Chapter 1, you just need to talk to Yogurt in the mountain hut. Since it's the first one, the trigger condition is very easy.

EVENT02 Yogurt Jumping Rope



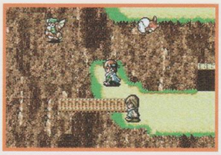
← After the battle in the Altaron Castle lower town, go to the gap between the trees by the small stream on the left side of the castle entrance. Check this before going to see the king.

EVENT03 Digging Mobile Phone?



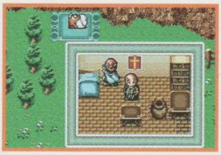
← If told to go from Otranto to the Dark Cave, return to Lindrind. Note that this will not occur if the battle in the Dark Cave has ended.

EVENT04 Flying Yogurt



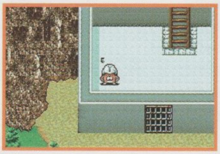
← After finishing the battle at the Bastok Quarry, before handing over the "Moonlight Stone" to Stetra, watch Kōkichi's flying event to trigger this.

EVENT05 Nap at Pao



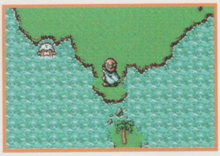
← When Chapter 4 begins, go to the church before the Pao Train departs and move to a position where Yogurt is within sight (on screen) to trigger this event.

EVENT06 Dancing Yogurt



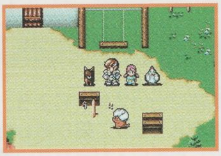
← Go to the fortress without carrying the "Blaze Bomb," leave the map once, then enter again. Stand between the two trees on the left to trigger the event.

EVENT07 Swimming Yogurt After arriving



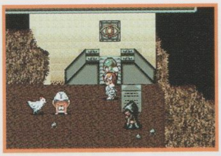
protruding spot south of the hotel without talking to anyone. Do not talk to the priest at the church either.

EVENT08 Secret Technique: Table Flip



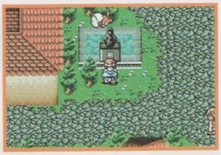
← Line up under the swing from left to right in the order: Dog, Max, Girl, Chicken. The key is to talk to the girl and swap the order.

EVENT09 Remove the Helmet



← When there is no chicken on B5 of Prompt Castle, talk to the guard at the entrance three times. This only occurs before talking to King Cusco.

EVENT10 Appears from underwater



← Enter Rune Faust Castle Town from the east, then dash forward to the statue. If you bump into people or buildings while dashing, you must start over.

Obtain the hidden costume

Next, we will introduce the hidden costumes that captivate the hearts of the male characters. The methods to obtain them are as follows. Equipping these costumes on specific units will change their graphics on the map and during battles. By the way, the "Maid Outfit" can be equipped by Chip, the "Tight Outfit" by Anri, and the "Amazing Swimsuit" by Tao or Nasha.

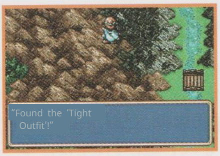
Elevation
Tao L 1
HP 10/10
MP 8/8

← It's nice to be able to fight in a swimsuit, but it might lack a bit of tension.

Maids' Outfit

← Obtainable at the Bastok Quarry The location has already been introduced on page P083. Equipping this on Chip lets him fight with a mop in hand.

Tight Clothes



"Found the 'Tight Outfit'!"

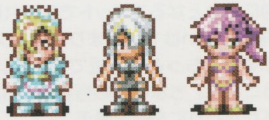
← In Chapter 3, leave the battle on the narrow bridge, and investigate the location shown in the photo on the left. Only Anri, who later becomes the queen, can equip this.

Amazing Swimsuit

"Found the 'Amazing Swimsuit'!"

← After obtaining all the cards, if you meet the card acquisition conditions again, you can obtain this. It doesn't matter who you talk to.

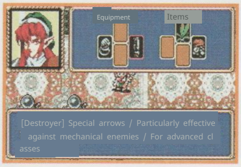
Cool! Cosplay



Special Data

Obtain the Hidden Weapon

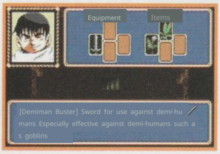
Here, we will introduce the hidden weapons. None of these can be purchased at the weapon shop; they are all valuable items that can only be obtained as rare finds or clear bonuses. They may not be as shocking as the hidden costumes, but these are more useful in battle, so be sure to acquire them.



[Destroyer] Special arrows / Particularly effective against mechanical enemies / For advanced classes

← Boosts allied combat power For that reason, try to obtain as many as possible.

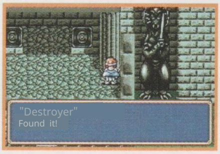
Demi-Man Buster



[Demiman Buster] Sword for use against demi-humans Especially effective against demi-humans such as goblins

← A sword with special effect against demi-humans. The acquisition location was introduced on P069. You can obtain two in the game, so equip them to two warriors.

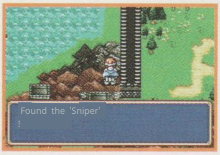
Destroyer



"Destroyer"
Found it!

← A special arrow that is especially effective against mechanical enemies. It can be found by examining the right pillar at the entrance of the Ancient Tower, looking upwards.

Sniper



Found the 'Sniper'
!

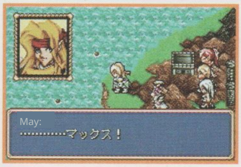
← A special arrow with a maximum range of 3 that demonstrates versatile strength. On the Rune Faust area map, try examining the location on the left by looking upward.

Characters who call Max's name

Those who have seen the ending will understand that the units who call Max's name, who sank along with the Ancient Castle, change under specific conditions. Those conditions are that all three on the right must be met. The most difficult among these is ③ "never having died." The other conditions only require that the unit has participated in battles, even if they were not the main fighter. However, basically, if the unit is not a main force, condition ② cannot be met either. In other words, the ones who call Max's name are the closest comrades who fought alongside him. By the way, if no one qualifies, Nora calls the name instead.

>>> Conditions for characters who call Max's name

❶ Having won all battles available for participation
❷ Participating in and surviving the Dark Dragon battle
❸ Never having died even once



May:
…………マックス！

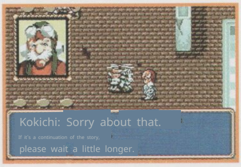
←The unit that the player also relied on shouts here.

The unit that was also relied on shouts here.

Unit shouts here.

Conversation at the Main Camp

Finally, a bonus about conversations with allied units at the main camp. Conversations at the main camp are added when you bring that unit and win a battle. In other words, you cannot hear all the conversations of all units in the first playthrough. From the second playthrough onward, prioritize deploying the units whose conversations you want to hear.


Kokichi: Sorry about that.
If it's a continuation of the story,
please wait a little longer.

←If you want to hear the continuation of the story, take them to the next battle.

Kyoka Q's Story

#1

It was fate that we ended up traveling together like this. Since we have the chance, shall we talk a little about that "card"? First of all, why was that mysterious "card" created... that's where the story begins.

#2

Long ago... in a certain place in this world, there was a man. A mage... No, since I'm talking to you, I should be clear. He was a very talented scientist researching a particular field. Everything started from that man's research...

#3

The man originally studied images and light. It was research on a method to record the appearance of people and landscapes using a certain technique. There was a reason why he became so obsessed with this research. He had a beloved daughter. After losing his wife, she was his only family. That daughter was the reason he began his research. #4 The man's daughter was a very beautiful girl. However... she was said to be suffering from a terrible disease that could never be cured, with only six months left to live. If her life could not be saved, at least he wanted to preserve her beautiful appearance forever. With that thought, the man began researching a way to preserve a person's image as a visual record.

#5

The man continued his research without sleeping at night. He met famous mages and advanced his studies on light magic and soul magic. Although he worked tirelessly, no significant results were achieved. However, an old man appeared before him and gave him some advice. Neither the content of that advice nor the true identity of the old man is known. Some say that old man might have been a demon... that is what is said.

#6

As a result, the man somehow completed his research. It was three days before his daughter passed away. Although her death was near, the daughter still shone beautifully like a jewel. What the man created was a small "card." When you hold up that "card," it can capture the image of the person or scenery in front of it.

#7

The man used the completed "card" to capture his daughter's image. The daughter's image reproduced on the small "card" looked as if she were alive. No, not just as if she were alive... the daughter inside the "card" was truly alive.

#Day

The "card" created by the man could record not only the appearance of the person captured... but also the mysterious "power" sleeping deep within that person's heart. The daughter inside the "card" comforted her father with her "kindness." Even after the daughter died, the man lived a happy life together with that "card."

#9

As the years passed, the man grew old and eventually died. Although he had painstakingly made the "cards," the man only used one card, which captured the image of his daughter. There were nearly 100 "blank cards," and after the man's death, they passed into the hands of various people. However... no one knew the power hidden within those "cards." After a long passage of time, even the whereabouts of the "cards" became unknown...... #10

I am the one who found those "cards" and learned of their hidden power. Why I came to know about the power of the "cards"... I am sorry, but I cannot say anything about that. What matters now is what you can do by using the power of these mysterious cards.

ILLUSTRATION GALLERY

Here, along with graphics of 30 comrades excluding Max, Nasha, and Kyoka Q,

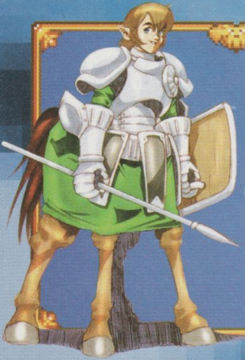
we introduce the main points of the conversations they have at the main camp.

Where the comrades were born and what kind of lives they have led, what hobbies they have, and what they usually think about, the leader Max (you) will need to know these things.

Humans, Elves, Centaurs, Dwarves, Hobbits…

Fighting together with allies of various races

To seal the black dragon created by the ancient beings called gods



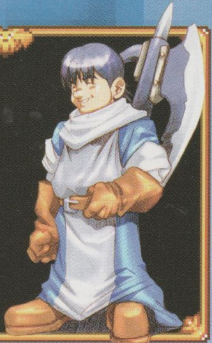
Ken

Ken (Centaur) Apprentice knight Ken's father was sacrificed in a certain operation. Ken tells this story. His father's death was truly heroic. This one phrase sums it up, and Ken is proud of his father's way of life. Also, after his father's death, he confesses his gratitude toward Mei, who rigorously trained him.

Raq

Raq (Dwarf)

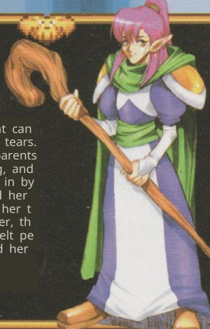
The cheerful Raq tells the old story of the Guardian Warriors, who once numbered 108. It is a tale of battles on the sea, fighting pirates and giant monsters. However, now, he is the only one who can call himself a Guardian Warrior. The reason for this can be learned from his conversation.

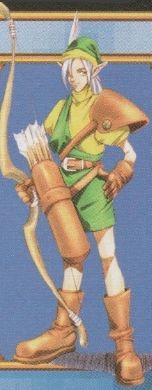


Tao

Tao (Elf)

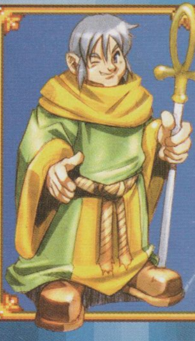
Tao's story is one that can not be heard without tears. She lost her mage parents when she was young, and afterward was taken in by relatives who treated her cruelly, which caused her to hate magic. However, thanks to Henri's heartfelt persuasion, she resumed her magical training.





Hans

Hans Elf) Hans, who dislikes fighting, lightens the atmosphere with his hobby of fortune-telling. His fortune-telling is quite rich, covering various subjects such as colors, cards, dreams, and faces. However, aside from the entertainment value of the stories, the results of his fortune-telling seem somewhat inaccurate.



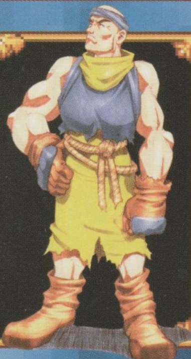
Row

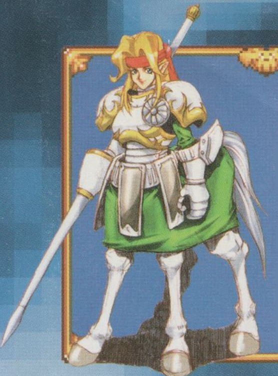
Row (Hobbit) From the gluttonous Row, you can only hear talk about food. Compared to the other companions, what an unperturbed man he is. Moreover, monsters such as giant bats and Cerberus, as well as items like the running bell pepper, are also included. He truly has an astonishingly bad appetite.

Gong

Gong (Giant Tribe)

The awkward Gong, running out of topics to talk about, begins introducing the contents of his backpack. At first, there are many personal items typical of a traveling monk, but later on, some quite unexpected things appear, surprising everyone. Eventually, he even loudly recites a poem he wrote himself.





May

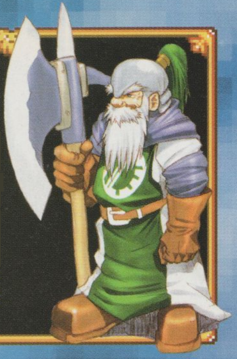
May (Centaur)

Barios, the Knight Commander's daughter, Mei. She can be considered another heroine following Nasha and Anri. At the very least, her feelings of affection for Max should not be inferior to those of any other female characters. While telling stories about her beloved parents from long ago, she genuinely enjoys conversations with Max.

Gort

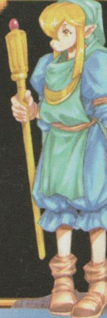
Gort (Dwarf)

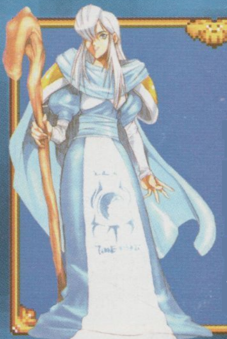
The legendary warrior Gort. What he tells is a heroic tale of fighting a gigantic monster called the "Grand Whale." Since strategist Norba and knight commander Barrios appear in the story, it doesn't seem to be just a drunken tall tale. The part where the monster finally spreads its wings and flies away into the sky is interesting.



Chip

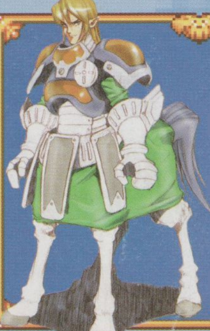
Chip (Cantor) Although shy, Chip apparently cannot stop talking once she starts. Her 15 stories are best heard all at once if possible. However, the story of how she, once an orphan, gained healing powers and found the path she should follow is truly moving.





Anri

Auri (Human) Raised as a princess, Auri initially does not easily share her true feelings, perhaps due to her pride. But as conversations continue, she reveals her true desire to live drawing pictures rather than fighting. Even though she knows that dream cannot come true ...

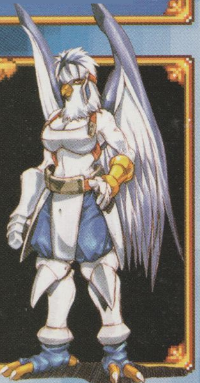


Arthur

Arthur (Centaur) The second Arthur speaks of what he himself calls a bit of information that you don't really need to know. However, the content includes surprisingly useful details for understanding the world of this work, such as the full names of Otranto and Zappa, as well as the engine and fuel of the Paotrain.

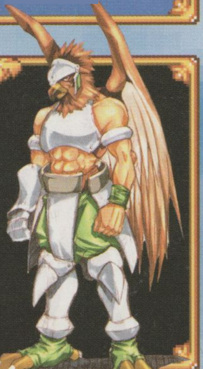
Amon

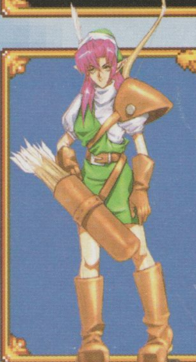
Amon (Birdman) Truly a couple worthy of being called a loving pair, Amon and Barbaroi. Amon, the wife, leaves the interesting story of the "Hero Burn Legend" to her husband and instead tells the charm passed down among the Birdman tribe. Regardless of the story's content, the somewhat contrived jokes are not appreciated.



Barbaroi

Barbaroi (Birdman) In actual combat, Barbaroi tends to be overshadowed by Amon, but his conversations are among the most interesting. He tells the story of the birdman hero Barn. Barn flew higher than anyone else and reached the floating sky castle. He then obtained steel wings in a distant star world.

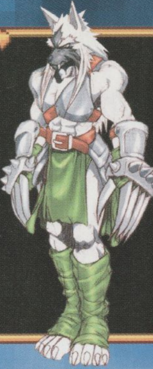




Diane

Diane (Elf) Diane's slightly haughty way of speaking can be irritating. She tells stories about the beastmen living in Bastok. You can hear about a variety of beastmen, not only rats and tigers, but also whales and turtles. Among them, the Catling (cat beastmen) seem to be her favorite.

Zappa



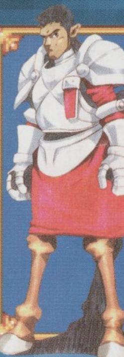
Zappa (Wolf Ring)

Zappa, who says he is not interested in anything other than fighting.

Bastor

He is the leader of Ku and has a close friendship with Otranto. He is extremely poor at speaking. He tends to speak very deliberately, but the only thing you can learn is that his favorite color is "black." However, in the end, he reveals a special secret.

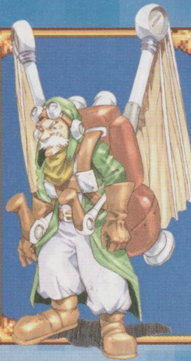
Peil



Pale (Centaur)

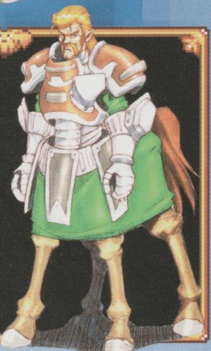
Hired knight Pale. He has traveled across the Rune Continent as a mercenary. He tells stories about the skilled "Seven Warriors of the Rune Continent." While the people described are certainly exceptional talents, he doesn't seem to think they are as strong as he confidently claims. The stories are interesting, though.

Kokichi



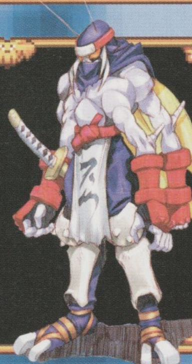
Kokichi (Human) Kokichi tells the life story of a man obsessed with the dream of flying. It begins with paper airplanes in his youth, his encounter with Clock, and continues through the development of a small steam engine, recounting a half-century of experimental history. Moreover, it seems his dream still has a long way to go.

Bangard



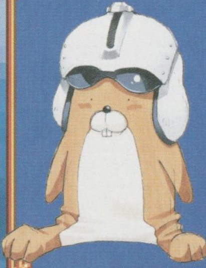
Bangard (Centaur) Bodyguard knight Bangard. He joined the Shining Force under the orders of Pao's leader Colon, but honestly, he's just a drunkard. He drinks all the time, and his conversation never goes beyond that of a lecherous old man. Does his lack of tension somehow help to lighten the mood for everyone?

Zuika



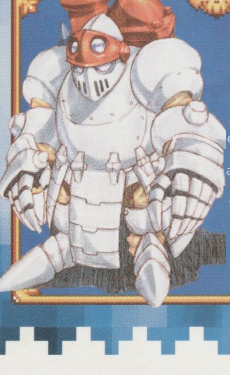
Zuika (Insect Soldier) The taciturn insect warrior Zuika. His mission upon awakening is solely to protect Nasha. For that reason, he rarely responds in conversation. In fact, he has no memory and does not know what will happen after his mission is complete. In that sense, there is something he shares in common with Max.

Yogurt



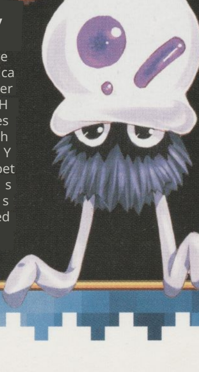
Yogurt (?) Yogurt's conversations consist only of nonsensical phrases like "Ni Done!" and "Asaburo!" Besides the basic patterns, there are 12 other types prepared, but none of these Yogurt messages are useful in battle. Those who have listened to all of them can truly be called a true hero.

Gantz

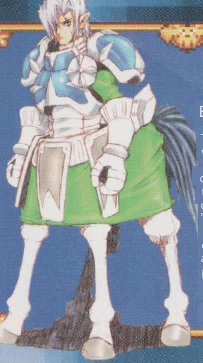


Gantz (Armadillo?) Gantz, the apprentice of inventor Clock, reveals the secret of the "steam suit" he wears. Officially named the "Heavy Armored Steam-Powered Armor," this suit is powered by Blaze's magic and is a creation made using cutting-edge scientific technology.

Sunday



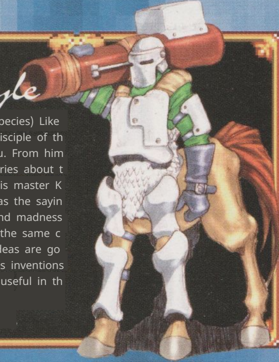
Domingo (Magical Creature Domingo, a magical creature, can only utter the word "Domingo!" However, it communicates various signals through gestures. Compared to Yogurt, it is somewhat better, but since it cannot speak, what it wants to say can only be imagined in the end.



Arnest

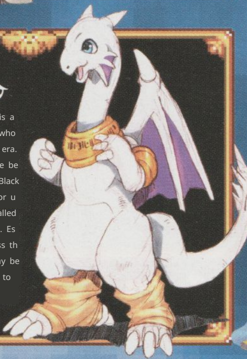
Ernest (Centaur)

The knight Arnest, burning with revenge, seems to have regained his true self after defeating his enemy Barbazatork. What he speaks of concerns a rare treasure called "Dr. Biran's Eight Treasures." Being originally of royal blood, his knowledge and education are presumably quite profound.



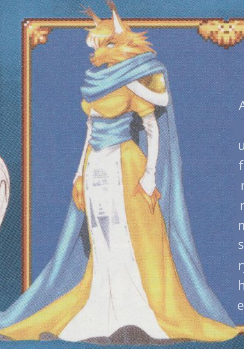
Ryle

Lyle (Centaur Subspecies) Like Gantz, Lyle is a disciple of the inventor Kurokku. From him, you can hear stories about the inventions of his master Kurokku. However, as the saying goes, "Genius and madness are two sides of the same coin." Indeed, his ideas are good, but none of his inventions seem to be truly useful in the end...



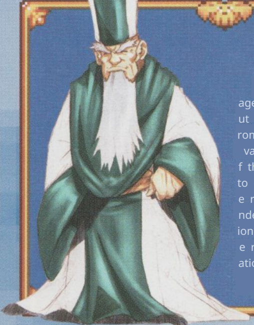
Baliew

Valyu (Divine Dragon) Valyu is a descendant of the divine dragons who have lived since the mythological era. The story he tells about the battle between the White Dragon and the Black Dragon is extremely fascinating for understanding the ancient people called gods and the history of that time. Especially, the weakness and kindness that come from having a "heart" may be the greatest lesson from dragons to humans.



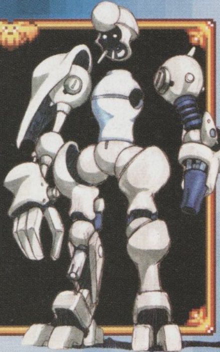
Alef

Alef (Foxling) Alef, who is called the Sage, tells an unexpectedly pure story of a practitioner and seeker of magic. As she appears, she is a type of beast man, born in a small forest west of Bastok. The story of how she developed her talents is told from her own mouth.



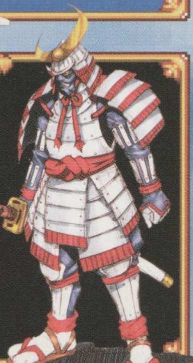
Tohlass

Torus (Hobbit) From the sage Toras, you can hear about the 1,000-year history of Prompt. Since this is extremely valuable for the worldview of this work, be sure to listen to everything. In particular, the reasons why the castle is underground and their perception of the machines, which are relics of the previous civilization, are fascinating.



Adam

Adam (Mechanical Soldier) Among the many important characters, the significance of this Adam can be said to be top-level. His conversations concern Max and Cain's parents. He is a biotechnology expert and was deeply involved in the Dark Dragon manufacturing project. Furthermore, memories of the parents are also discussed.

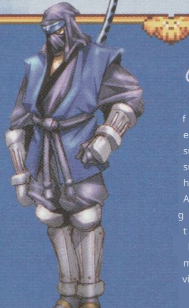


Musashi

Musashi (Human)

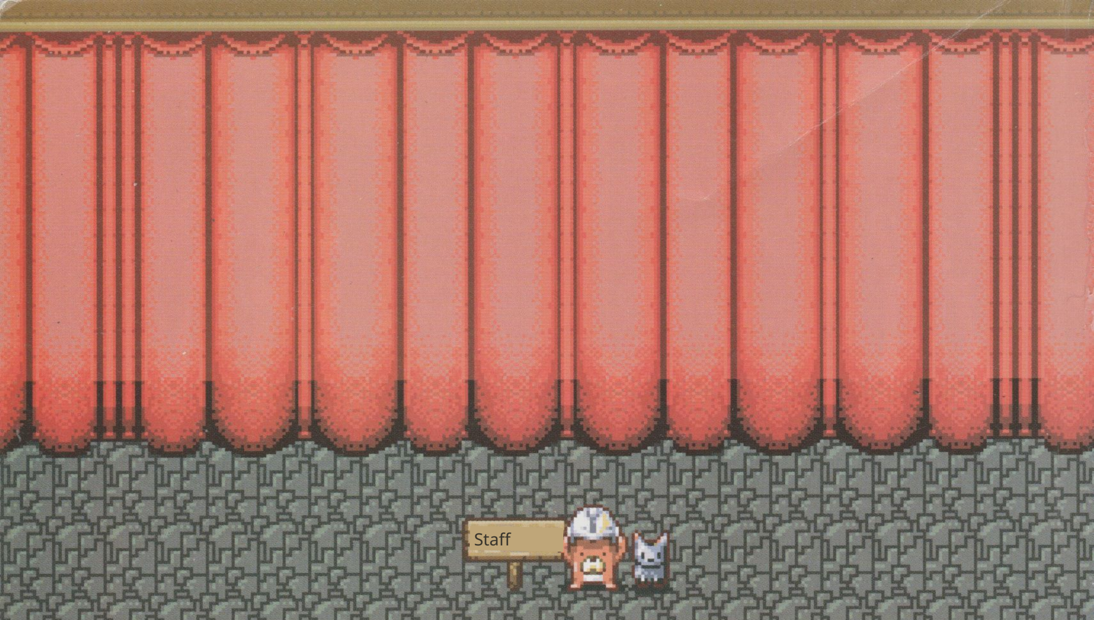
The story of Musashi, the seeker of the way of the sword, is indeed all about the sword. Although it is expressed by analogy with the way of the sword, in the end, it is clear that he thinks about the same things as ordinary people, such as life, his own powerlessness, food, and play. However, his manner of speaking is philosophical.

There is still something deep about it.



Hanzou

Hanzou (Human) The title of the conversations with the master ninja Hanzou is simply "Ninjutsu." Mainly, the talks cover ninjutsu and tactics, ninja tools, and the mindset required as a ninja. Among these, the most interesting is the "Gold King's Technique." It is a method to search for ores buried underground, and it seems that Hanzou's clan makes a living using this technique.



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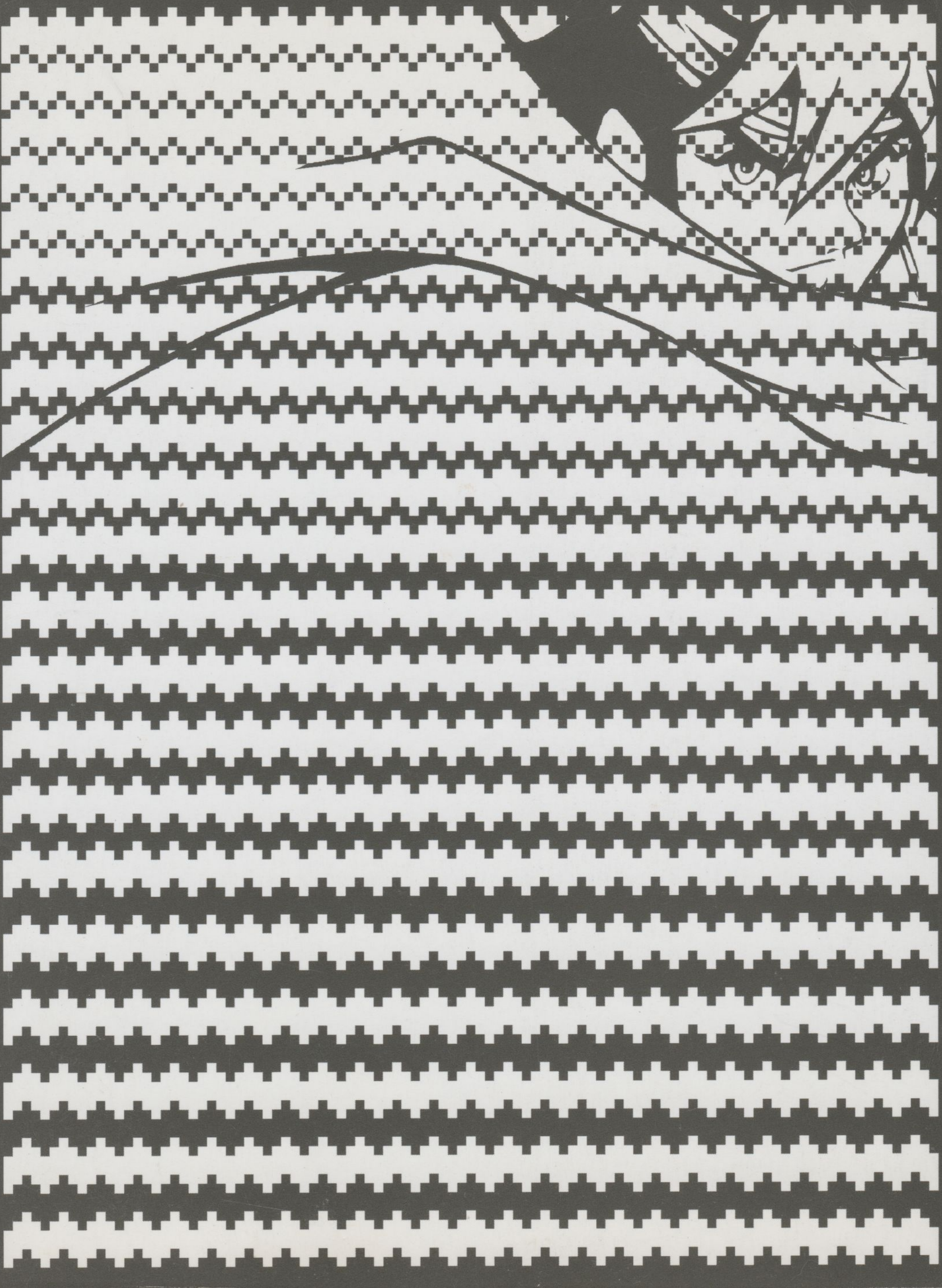

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